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COMMODORE FORCE

ISSUE 2
FEBRUARY 1993
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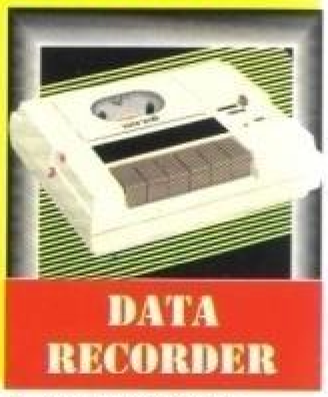

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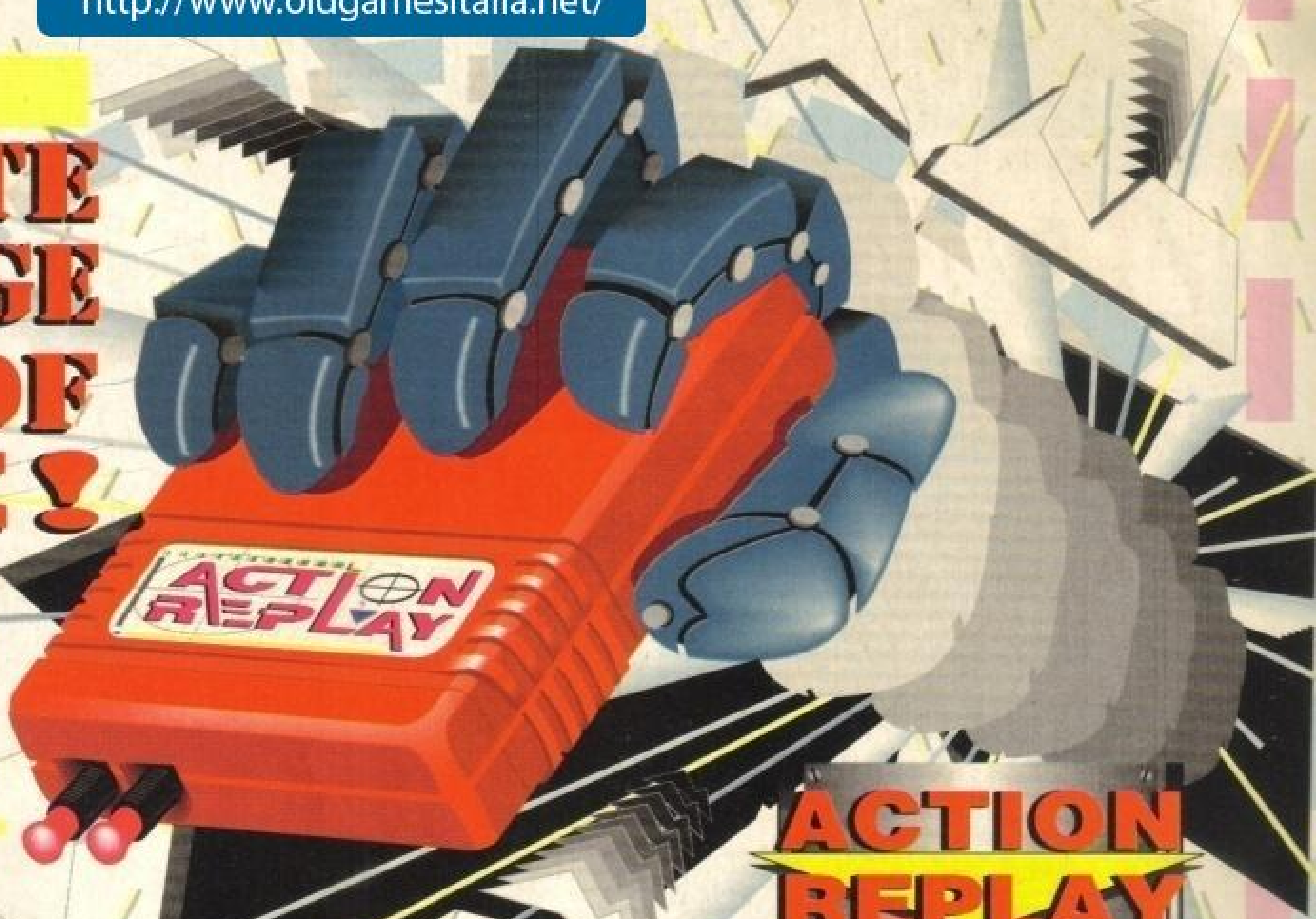

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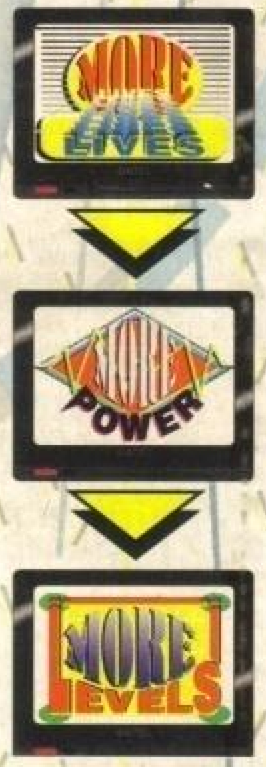

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COMMODORE FORCE

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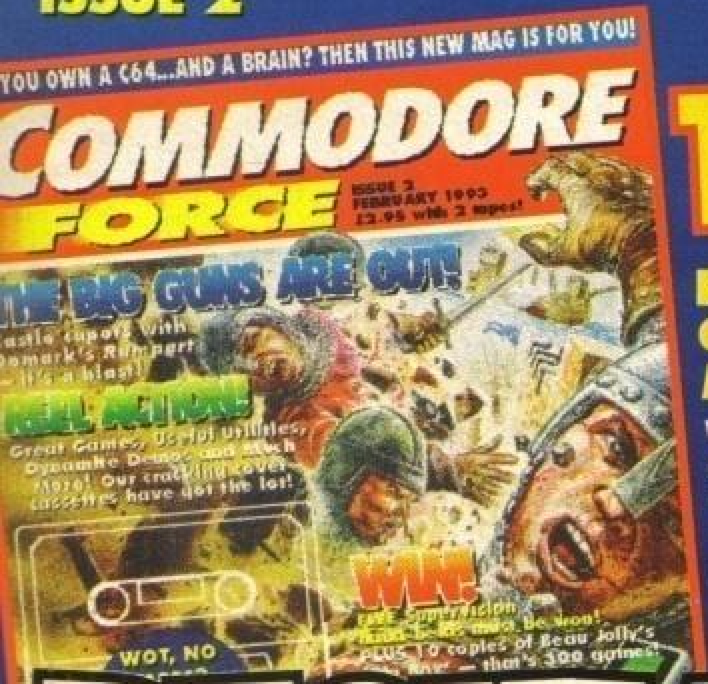
ISSUE 2 **FEBRUARY 1993**


YOU OWN A C64...AND A BRAIN? THEN THIS NEW MAG IS FOR YOU!
COMMODORE FORCE
ISSUE 2 FEBRUARY 1993 £2.95 with 2 tapes!
THE BIG GUNS ARE OUT!
REEL ACTION!
WIN!
WOT, NO

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We rave over*Rampart*, Domark's mega medieval marvel.

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Professor Brian Strain solves all your technical troubles — it's the ONLY regular techie feature in any C64 mag!

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Touch-sensitive joypads? Brand-new joysticks? The *Dyna Blaster* controversy? Read all about 'em on pages 6-7!

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Back by popular demand, here's the world's favourite fuddy-duddy

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Once again we bring you the very best in free software.

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Chris is back, and it ain't a repeat! THE TIPSTER has all the latest games sussed, and a few old favourites too!

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UGH! and *Robin Hood* previewed — a great way of finding out what's in next month's mag!

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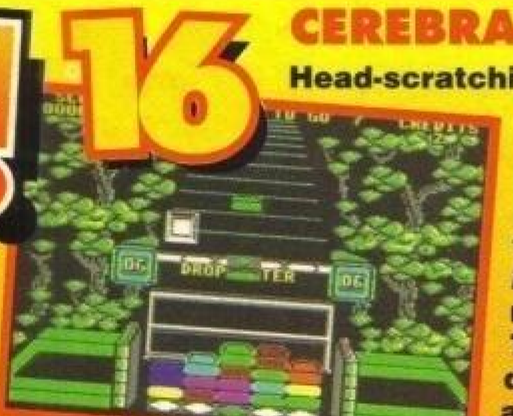

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We've got five corking Quickshot Supervision handheld consoles to be won; will you ever forgive yourself if you don't enter?

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Generous to a fault, we give you a sizzling slice of Oli Frey artwork — enough to see you through twelve long months!

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BASH YER BRAINS

Large as life and twice as smelly, Bash batters his way through this month's batch of adventures!

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FORCEFIELD PLAZA

Every month someone asks, 'Where can I get such-and-such a game?'. You can get anything currently available at the PLAZA!

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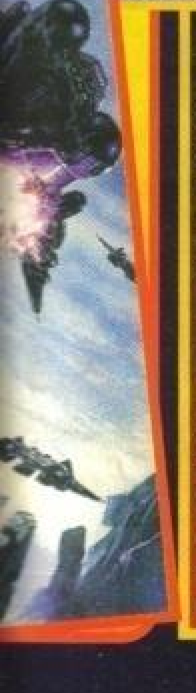
FAST FORWARD

With such a great magazine perched in your right hand waiting to be read, how can we top it next month? I bet you can hardly wait...



FIRST STRIKE

Ace airborne shoot-'em-up that wee-wees over *Afterburner* and *G-Loc*

RELAX!

Perplexing match-'em-up two-player puzzler that could easily start domestic wars!

MONSTERS

You can't beat the old classics, can you? From the dawn of time comes *Monsters*, an ageing arcade hit brilliantly captured by Richard Smith.

REEL ACTION

Some of the greatest games ever to sit between two spools! This month's offerings will mesmerise, tantalise, hypnotise, circumstances permitting! And why? Because of these great games...

Merry Christmas
FROM ASH+DAVE

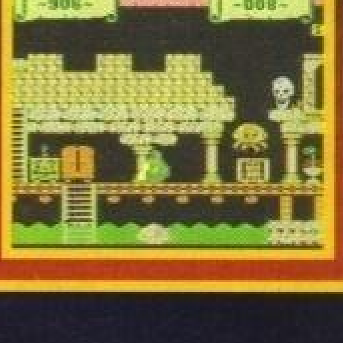
SNOWBALL SUNDAY

Is this the world's first animated Christmas card? Merry Christmas to you too, Ash & Dave!

DUEL CASSETTE 2

Another Ash & Dave outing, this one's a brilliant music demo — ear-shattering stuff!

MAGIC RUFUS DEMO



Alternative Software proudly present their latest cutsie platformer with ace arcade adventure overtones!

COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP!64) is Britain's biggest C64 mag — created by: Europress Impact, Ludlow, Shropshire, SY8 1JW.

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COVER BY
Oli Frey

WHAT'S H

HERE ARE THE ED LINES

Hey ho, another day another dollar — or, in my case, another month another mortgage repayment! So what's hot and happenin' in the wild world of Commodore this Winter? Well, not a lot frankly. The software houses are busy gearing-up for the Christmas shopping binge (which'll have been and gone by the time you read this), while the programmers themselves seem to have gone into virtual hibernation (no discernable difference in some of them). Guts have been busted and copious amounts of coffee drunk in order to get the BIG Xmas releases into the shops in time, so most of the guys and gals involved in actually writing the games are taking a well-earned rest. Our friends in Holland are still hard at it, however, feverishly beavering away in an attempt to get *Lemmings* coded for Chrimble. Writing a piece of software such as *Lemmings* is a mind-bogglingly big task, so whether Alter Developments complete the conversion in time still hangs very much in the balance. Ah well, they're doing their best...

Out here in Magazine Land though, there's little chance of a holiday of any description (well earned or not). The entire team have worked their little fingers to the bone in an effort to meet our Christmas Eve on-sale date (although what they've been doing with their other four digits is anyones guess!).

Let's hope we make it, eh? I for one don't fancy a P45 sticking out of *my* Christmas stocking!

Have a cool yule,

Steve

Steve Shields
Managing Editor

'QUIX' — AN APOLOGY

Issues 88 and 89 of ZZAP! 64 wrongly described Quix as a PD game. In all but it's changed name, it is in fact a copyrighted game called Stix written by Andrew Trotter and published by Supersoft. We regret any problems this may have caused and have ensured that the PD library involved in supplying the game have now withdrawn it.

YETI JOINS THE COMMODORE FORCE CREW

Ever wondered why no-one's heard anything of the Yeti in recent years? Did it die? Maybe it was just a myth, or perhaps he had a haircut and now walks down the street without being recognised? COMMODORE FORCE can exclusively reveal that NONE of these theories has even a grain of truth — the Yeti is, in fact, alive and well and living in Bridgnorth!

Due to monumental climactic changes in his native Himalayan mountains (he had a bad curry), the Yeti was forced to move on to pastures new. He intended going to the North Pole, but his hair fell in front of his eyes and he lost his way — all he could do was follow his nose and head for the coldest place he could find, so he ended up in Shropshire.

Having based himself in a cave in darkest Bridgnorth, the Yeti decided to explore his surroundings. All weirdoes going anywhere near Ludlow eventually end up working for COMMODORE FORCE, so it was inevitable he'd join the crew — welcome aboard hairy one, or to use the English name he invented for tax purposes, MILES GUTTERY (you'd think he'd come up with a better one than that, wouldn't you?).

STICKY MOMENTS

Spectra Video describe their latest joystick as 'the Madonna of joysticks' — I wonder why? Has it just published a tasteless book full of smutty photos, shrink-wrapping every copy so no one can look at it until they've bought the thing? Does it dye it's hair blond and earn a fortune from warbling in front of a microphone? Or maybe it gave birth to Jesus?

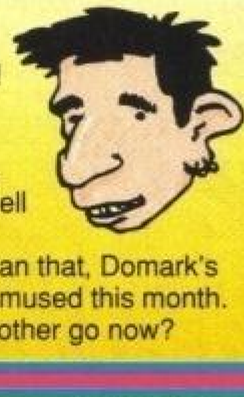
Actually, it's none of these. The reason the Spectra Video *Delta Ray* is called the Madonna of joysticks is… er… erm… well actually we haven't a clue, but it looks pretty spawny, has six heavy duty microswitches, two-speed autofire, four fire buttons and is compatible with the C64, so who cares?

BARGAIN BUDGET BONANZA

In these recession-hit times it's always nice to see new budget labels emerging. Global Software are launching a budget range under the name *VFM* (Value For Money). Unfortunately there are no immediate plans for any C64 releases, but this doesn't mean we've been forgotten. A spokesman for Global said, with reference to commodore games, 'We're looking into it'. We live in hope. Remember to watch this space for further developments.

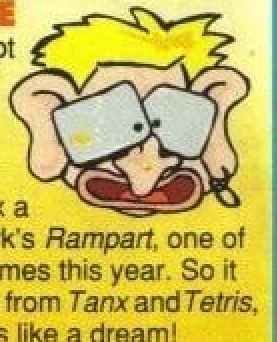
WHO'S PLAYING W

STEVE SHIELDS



● Call me crazy, but I *liked* Titus Software's *Crazy Cars III*! Okay, so the Commie game couldn't hope to compare favourably with 16-bit versions, but I still feel the car handled well and that the game offers a reasonable challenge. Other than that, Domark's *Rampart* has kept me merrily amused this month. In fact, guys, cannon I have another go now?

IAN OSBORNE



● *Crazy Cars III* kept me very busy — for a couple of minutes! Seriously, the cream of this month's crop (to mix a metaphor) is Domark's *Rampart*, one of the most original games this year. So it takes it's inspiration from *Tanx* and *Tetris*, but so what? It plays like a dream!

PPENING?

WELL THUMBED?

Just when you thought it was safe to buy a new joySTICK, Hornby Hobbies unleash a touch-sensitive joyPAD on an unsuspecting world!Looking remarkably similar to the Sega Megadrive's three-button job, the *Turbo Touch 360*boasts a flat, immovable direction controller instead of Sega's button thingie. So how do you make your sprite sprint round the screen? Like the old ZX81 keyboard, the controller's touch sensitive — it works exactly the same as a normal joypad but without the thumb-numbing hassles of constant pressing!

But how does it play? Excellently, as it happens — it won't be to everyone's tastes, but what it does it does very well! It's 100% C64 compatible too (middle button functioning as FIRE). Try before you buy, but make no mistake — this is one mean machine that demands to be taken seriously!The *Turbo Touch 360* hits the shelves in the new year, and costs a wallet-busting £20 a throw. For more information, call the Helpline on **0843 231 088**

HERE TODAY... BOMB TOMMORROW?

T*oday* newspaper recently ran an article condemning UbiSofts *Dyna Blaster*, a cutesy multi-player game involving up to five colourful, chubby little characters attempting to blow each other up in a maze. *Today* quoted a Belfast councillor who claimed that the game 'encourages children to blow up their friends'. Perhaps there have been instances of children coming to school with bags full of hand grenades after having played the game?

Remember *Psycho Pigs UXB*? Surely that game would have had a terrible psychological effect on farm animals across the country! And of course did *Ninja Hampster* not cause a massive rise in violence throughout the rodent population?

Or maybe it's just a feeble minor dignitary trying (successfully) to get his name in the papers!

FAIR'S FAIR...

Yes yes, we know we covered the All Formats Computer Fair last month, but as they've come up with a generous money-saver we think they deserve another mention.

All you have to do to get a whole pound off the usual admission price of four quid is send a SAE to **All Formats Computer Fair, Maple Leaf, Stretton-on-Fosse, Moreton-in-Marsh, Gloucestershire GL56 9QX** and they'll send you fifty (FIFTY, **FIFTY**) discount vouchers, along with details of shows near you.

Once there you'll get to meet loads of software company peeps, most of them selling stock at bargain prices, so get that SAE in the post — now!

AT?

THE BIG BREAKFAST

DEFINITE CAUSE FOR ALARM!

Early mornings at the COMMODORE FORCE office used to be full of doom and gloom. Long faces were matched by the long queue at the coffee machine, while hangovers were compared around the urinals.

But now all that has changed! Oh sure, hangovers remain the main topic of mumbled conversation in the khazi, and there's still a coffee machine queue the length of Norman Lamont's Access statements — but there's a difference...

People are actually smiling! There's laughter in the air! Even Carol our cantankerous receptionist has begun greeting staff with a cheery 'good morning, you're late!' And why? Because Channel 4's *The Big Breakfast* is beaming down upon a lethargic Ludlow every weekday morning between 7 and 9am, bringing joy, happiness and a handful of computer games reviews to the down-trodden masses.

With it's mixed-up mixture of nutty news and flipped-out features, the show has struck a chord in the hearts of the C-FORCE crew; so much so, in fact, that plans are already afoot which should culminate in a jocular joint competition.

Watch this space for details on how to win a day out the barmy *Big Breakfast* studios, and don't forget to turn on, tune in and drop your Ready Brek down your school uniform every Monday and Thursday for a hearty dose of computer game capers in the Masterblaster section of the prog. Better than waking up to wet kipper, any day!

CHRIS HAYWARD

● After a strenuous day at the office, there's no better way to unwind than blowing the smithereens out of a castle with large fiery cannonballs. *Rampart* is a great game without doubt, especially when you keep defeating your opponent... isn't that right Miles? He he!

MILES GUTTERY

● Real scorchers are a bit thin on the ground this month, but I must say *Rampart* really caught my attention when it landed on my coffee-stained desk. Chucking heavy objects at your mates has never been so much fun. Brill!

● Which games kept the COMMODORE FORCE crew up 'till three in the morning this month?

REEL ACTION

Another month, another mega-marvelous slice of REEL ACTION! We've got some great stuff for you this ish, but instead of waffling on about it we'll tell you a little story.

Fred was a very happy chappy! While out shopping he popped into his local newsagents for a Mars Bar and a packet of crisps, when a wonderful sight caught his eye — COMMODORE FORCE magazine! Two tapes and a great read for a mere £2.95. 'Oh super' he thought, 'I'll be able to play some awfully good games on my Commodore 64.' So he bought the magazine, loaded the games, and spent many a happy hour glued to the screen. 'That was such fun', he mused, 'I think I'll try the second tape now'. But… horror of horrors… it wouldn't load! Not that Fred was too put out. 'COMMODORE FORCE are absolutely spiffing chaps, I'm sure they'll replace it with the utmost haste'. So he put the tape in a padded envelope (take a tip folks — never use an ordinary one as they're liable to rip), got his Mummy to stick it down so he wouldn't cut his tongue, put it in the post box and waited… and waited… and waited…

You see, Fred might be a happy chappy, but he's not too bright. Instead of sending the tape to Ablex at the address on the tape covers, he sent it to us! As we don't keep replacement megatapes in the office, all we could do was send it to Ablex anyway, giving Fred a longer wait!

Fred's now got his replacement covertape, and is at this very moment blasting away on his favourite game. Ironically, the one he sent back wasn't even faulty — if he'd adjusted the Azimuth screw on his datasette (the black dial below the hatch, turn it until it illuminates as many of the indicator lights as possible) it would've loaded fine!

The moral of this story is, if you think your covertape's faulty try cleaning your tape heads and adjusting the Azimuth screw. If that doesn't work, send it to; **Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR**, NOT the COMMODORE FORCE office!

MONSTERS

● Richard Smith

Now here's a real classic — a modern-day tribute to Acornsoft's ageing arcade opus!

You control a dinky dude with a major malady — he's trapped on a single-screen platforms-and-ladders building with the entire cast of a Japanese monster movie after him! So what does he do? Hide in a corner and cringe? Hell no — that's no way to behave in a computer game! He destroys the ugly critters by digging holes and trapping them! Once trapped he fills the holes again, burying the malevolent monster.

Red rotters need to be buried once to kill, but green and white ones need to be dropped down two and three holes (above each other) to die.

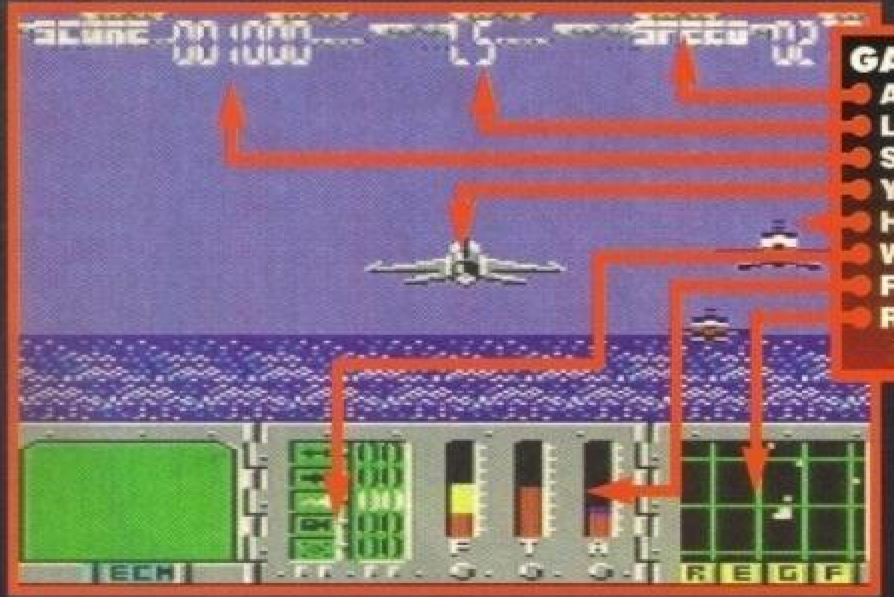
To dig a hole press DOWN and FIRE together, UP and FIRE filling it in again. You can use a joystick in Port Two, or redefineable keys. Have fun with it — we certainly did!

FIRST STRIKE

● Prism Leisure

This is no ordinary plane! Some say it's the ultimate air combat weapons system, and it is all yours! Your mission is to carry out raids against specific targets in enemy territory, running the gauntlet of hostile aircraft, missiles and a whole host of land and sea-based forces. Succeed and promotion is yours, but in a First Strike situation only the most accomplished pilot can win through.

Flying by day and night from bases as far apart as the Arctic and the Mediterranean, it's up to you to select the weapons you need for the job. Don't overload your plane or take too little fuel, as though you can restock and effect repairs at designated rendezvous points, you must calculate the odds exactly to survive!



GAME SCREEN

- **Airspeed indicator**
- **Lives** — you'll need 'em all!
- **Score** — Make sure it's a big one!
- **Your plane** (rather good it is too)!
- **Helicopter gunship** (enemy).
- **Weapons inventory**
- **Flight controls**
- **Radar scanner** — keep an eye on it to detect enemy vehicles.

CONTROLS

Plug your joystick in Port 2

Joystick Up	Up
Joystick Down	Down
Joystick Left	Bank Left
Joystick Right	Bank Right
Fire	Fire current weapon

Press space or F1 to select weapons

EXTRA CONTROLS

Commodore Key & Return	Reset
F5	Pause on/off
F7	Activate ECM (Electronic Counter-Measure)
Cursor key left/right	Accelerate
Cursor key up/down	decelerate

The game's divided into eight separate missions.

1 Training Mission in the Gulf of Mexico (Max of 1200 lbs weight can be carried)
2 Mediterranean Mission
3 Gulf Mission
4 Black Sea Mission
5 Arctic Mission
6 far East Mission
7 Eastern Russian Mission
8 Central European Mission

RANKINGS

The player starts with the rank of Rookie. To gain promotion, you must successfully complete a mission by destroying the prime target and landing safely. Promotions are awarded as follows;

1 Rookie
2 Sergeant
3 2nd Lieutenant
4 1st Lieutenant
5 Captain
6 Major
7 Lt Colonel
8 Colonel

DEALS ON REELS!

Hey, you — yes, you with the big heavy floppy one! Wanna get this month's slice of REEL ACTION on 5.25 inch disk? You do? Good — cut out this coupon and slap it in an envelope with a cheque/PO for £1.49 (payable to Ablex Ltd) to; *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR.* DON'T SEND YOUR MEGATAPES, you get to keep those as well! Spawny, eh?

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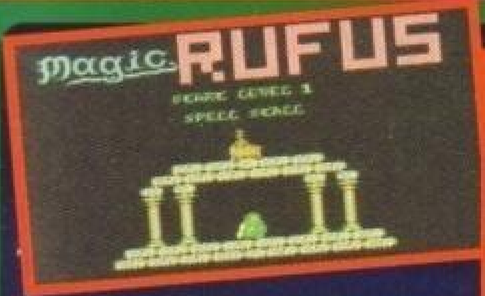
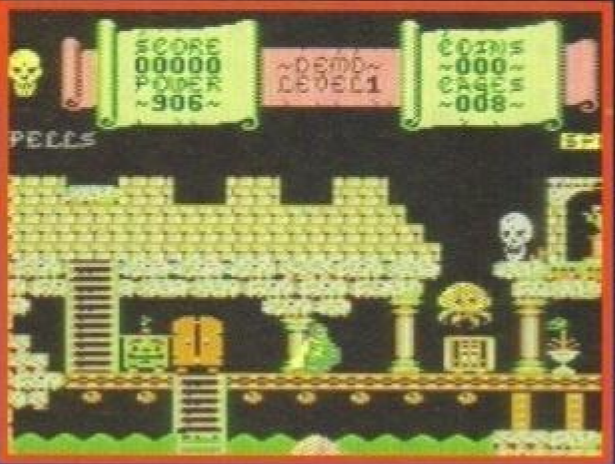


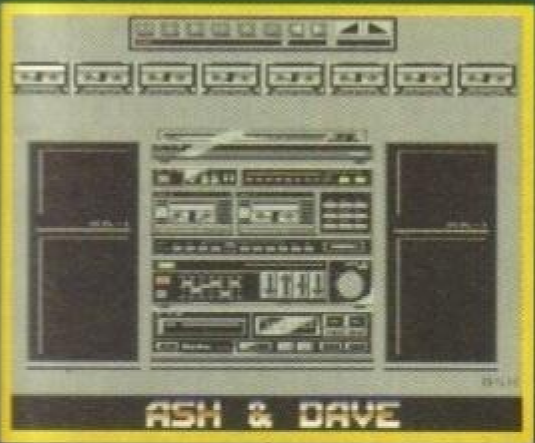


MAGIC RUFUS demo

● Alternative Software

Wowzers, an ace playable demo of Alternative's latest platformer! You must help Rufus rescue his friends, held prisoner by the evil wizards (what a plot; *what—a—plot*!). Standing in his way are scores of revolting nasties, so be careful.

Controlling your character couldn't be easier — just slap a joystick in Port Two and leap away! Objects in your inventory are highlighted with the space bar and used via the fire button. We're not telling you what they do, that's your problem, but persevere and you're landed.



DUEL CASSETTE 2

● Ash & Dave PD demo

No aliens, no platforms, no end-of-level baddies… no game! What we have here is a rather natty music demo from ace programmers Ash and Dave!

Slap a joystick in Port Two. The controls are (from left to right) Rewind, Eject, Play, Fast Forward, Stop, Pause, Volume up, Volume down, and Tune Select left/right. It's just like the real thing!

When you've selected your tape, press play (on the control panel, NOT your datasette). If you eject it the bar above the tape flashes — you can't pick another tune until you've done this.

There's some ace tunes here, enough to keep you happy for ages — you'll never buy a record again! Well, maybe that's a slight exaggeration, but they are damn spawny.

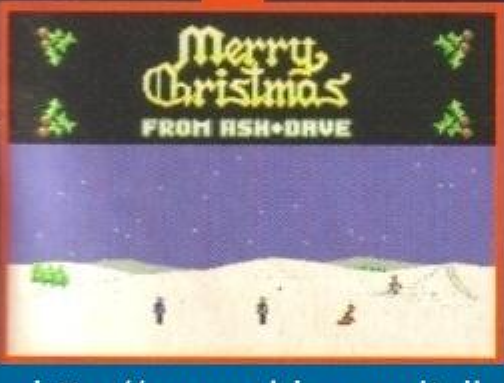
SNOWBALL SUNDAY

● Ash & Dave

It's a right Merry Christmas from two of the hottest programmers ever to hit the Commodore scene — *Snowball Sunday*'s an interactive Christmas card from Ashley Routledge and Dave Saunders, programmers of the great PD game *Terminal City* as well as top arcade outings like *St Dragon*.

You couldn't wish for a simpler game. Just slap your joystick in Port Two, and pull DOWN to pick up snow and hit FIRE to bung it at your mate. There's no scoring or anything, just good, clean wintertime fun, and hey — Merry Christmas!

NOTE — after loading, the program takes a few seconds to decrunch, so don't assume it's crashed and reset your machine!



EASY LIVES

THE COMMODORE FORCE GAME TAMER!

Having trouble with the last level of *Turrican 2*? Been completely stumped by *Exile*? Well, now's your chance to get *Easy Lives*! This month and every month COMMODORE FORCE brings you the very best in load-in cheats, and they're dead easy to use too — just load up the main program, select the game you want to hack using a joystick in Port Two (FIRE selects), then turn on the optional extras you're after from the sub-menu! Hit SPACE when you're ready (or RUNSTOP to return to the main menu), and load the game. When it's loaded you'll have infy lives, energy, or anything else on offer!

This month's mega-hacks are;

- EXILE
- TURRICAN
- TURRICAN 2
- FLIMBO'S QUEST
- NEBULUS
- JACK THE NIPPER 2

And before you ask, YES YOU **DO** NEED THE ORIGINAL PROGRAM TO CHEAT!

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REEL

Another month, another mega-marvelous slice of REEL ACTION! We've got some great stuff for you this ish, but instead of waffling on about it we'll tell you a little story.

Fred was a very happy chappy! While out shopping he popped into his local newsagents for a Mars Bar and a packet of crisps, when a wonderful sight caught his eye — COMMODORE FORCE magazine! Two tapes and a great read for a mere £2.95. 'Oh super' he thought, 'I'll be able to play some awfully good games on my Commodore 64.' So he bought the magazine, loaded the games, and spent many a happy hour glued to the screen. 'That was such fun', he mused, 'I think I'll try the second tape now'. But… horror of horrors… it wouldn't load! Not that Fred was too put out. 'COMMODORE FORCE are absolutely spiffing chaps, I'm sure

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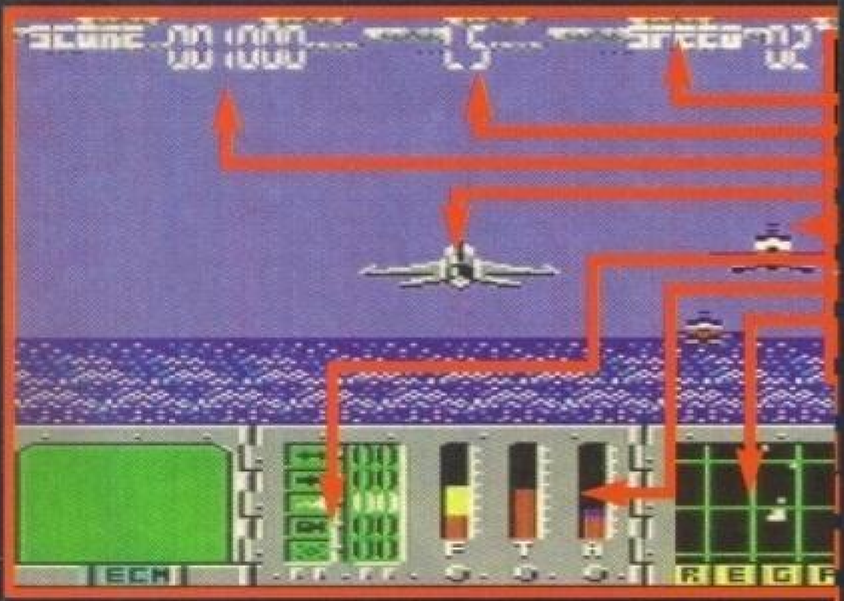

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THESEUS AND THE MINATOUR
Part 2

● Tony Collins

Get through part one okay? Good, 'cos part two's not so easy! Getting to Crete was only the beginning. Not only must you enter the labyrinth of King Minos and kill the Minotaur, but you'll also meet other creatures from Greek mythology such as the Gorgon, Griffin, and the hideous Kraken.

As usual, *Theseus and the Minotaur* accepts all the usual adventure commands.

If you haven't yet finished part one (or you didn't buy the magazine — shame on you!), the password for part two is **JK32 FH07**.
Happy bashing, if you'll excuse the pun.

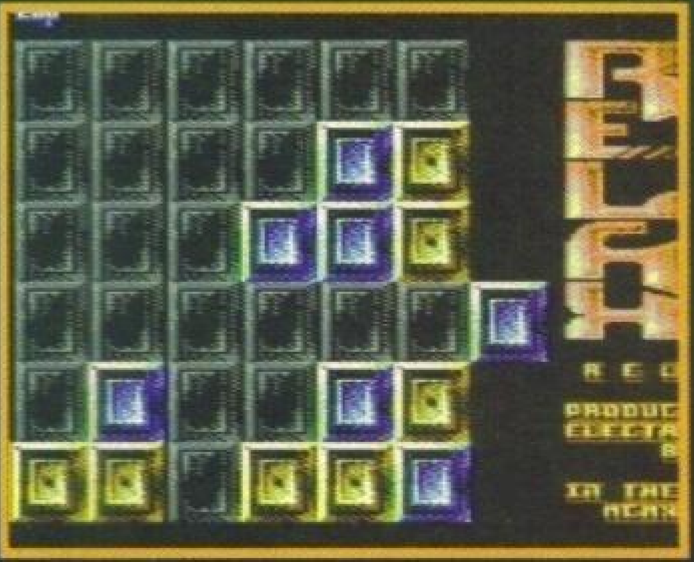
RELAX!

● Thomas Mittelmeir

Nothing to do with that irritating mid-eighties pop group who's biggest claim to fame is having their first single and the video to the follow-up banned by the Beeb — *Relax!* is actually an addictive little puzzler, a sort of viewed-from-above *Connect 4* outing with two sides of the grid open instead of one — confused? You will be…

The game's for two players only. Each participant plays alternatively, and can push his or her 'square' into the playing area from any point along the right or base of the grid. If there's a square or two in the way, they're all pushed one step further by the player's piece. The aim of the game is to get four of your pieces in a vertical, horizontal or diagonal line — easy eh? Well, no it isn't. Your opponent will do his damnedest to stop you, and watch out for his four-in-a-line too.

Once you get a feel for the game a wealth of tactics emerge, but I'm not telling you about any of them — that's for you to find out. Oh yeah… hit F1 to start and use the FIRE button to place your piece.



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Written a game? Think it's hot? Wanna see it on a Commodore Force cover cassette? Great — fill in this form and send it along! Expect no favours, we want real Reel Action, not fillers, but if your game's spawny enough you could make some dosh!

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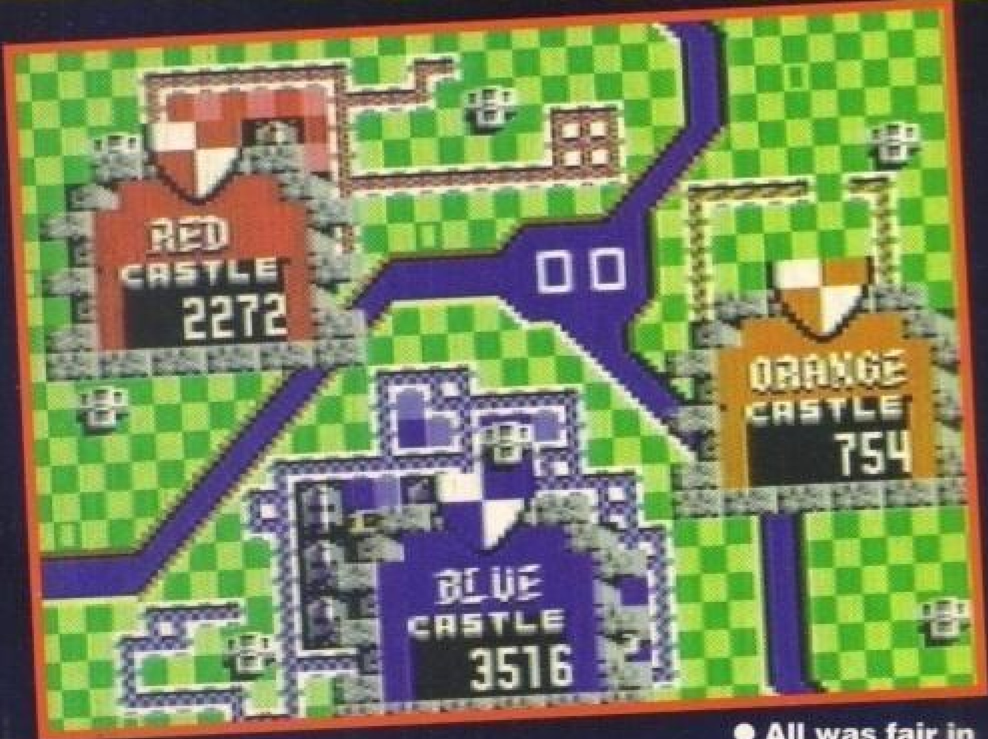
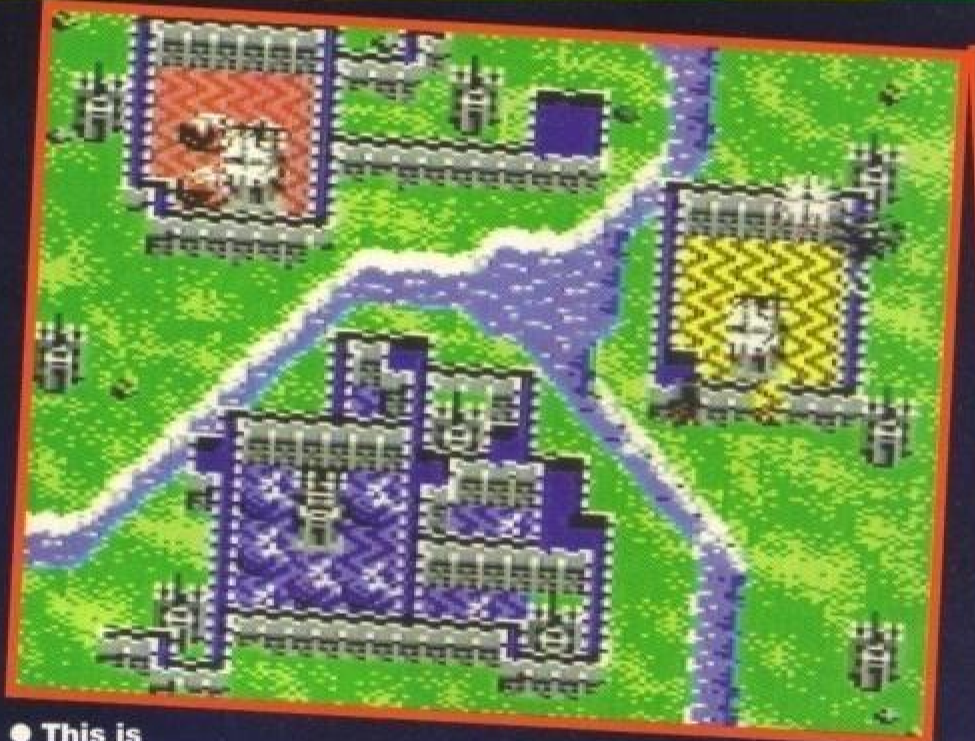
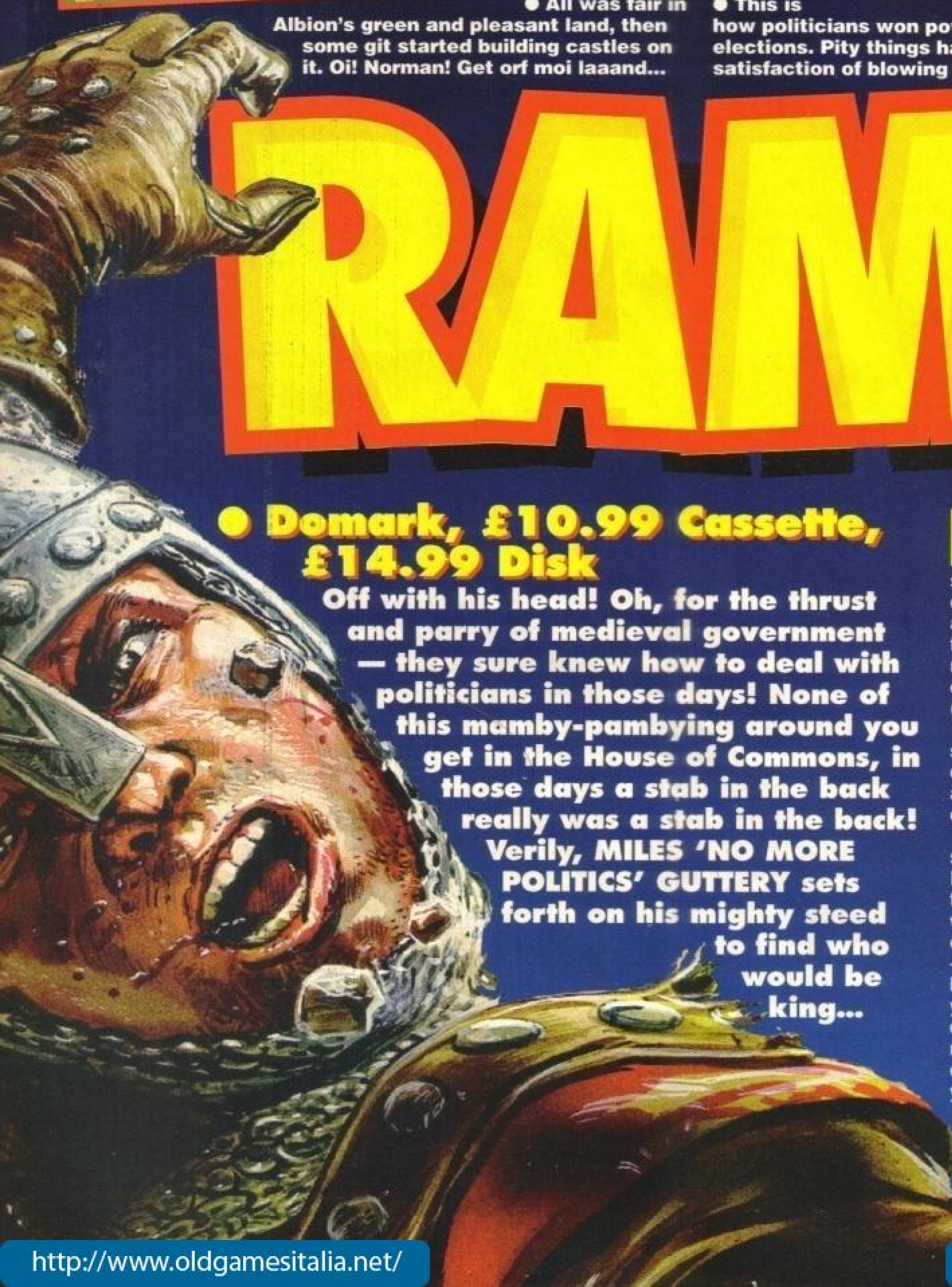


● All was fair in Albion's green and pleasant land, then some git started building castles on it. Oi! Norman! Get orf moi laaand...



● This is how politicians won power before we had elections. Pity things have changed. Imagine the satisfaction of blowing Norman Lamont to smithereens...

RAMPA



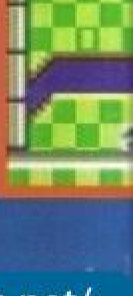
● Domark, £10.99 Cassette, £14.99 Disk

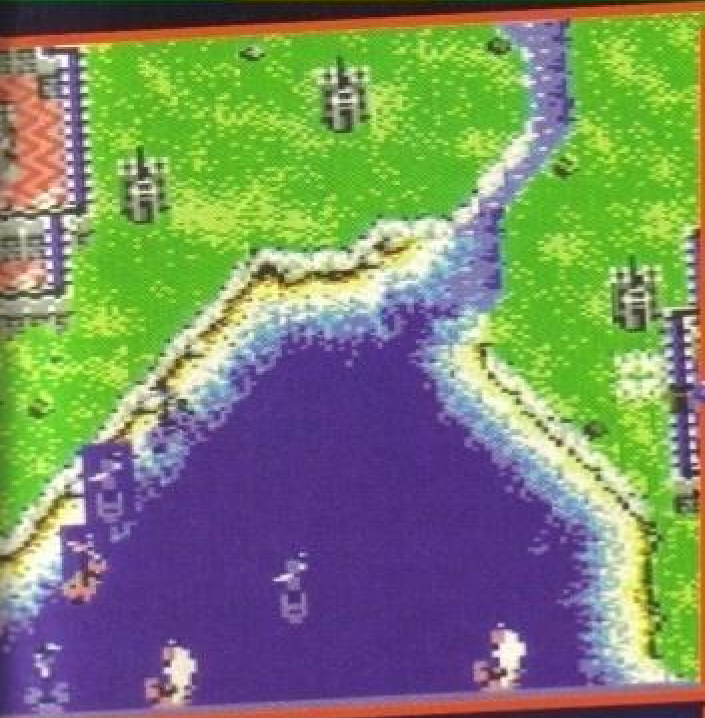
Off with his head! Oh, for the thrust and parry of medieval government — they sure knew how to deal with politicians in those days! None of this mamby-pambying around you get in the House of Commons, in those days a stab in the back really was a stab in the back! Verily, MILES 'NO MORE POLITICS' GUTTERY sets forth on his mighty steed to find who would be king...

In days of old, when nights were dark and society was structured very rigidly, there were basically two groups of people. The surfs, who spent all their time on the beach, and everyone else who argued over who was king. These arguments were settled (democratically) with a fight to the death, each protagonist sitting in their respective castles and lobbing cannon balls at each other, the winner becoming the 'usurper' (look it up).

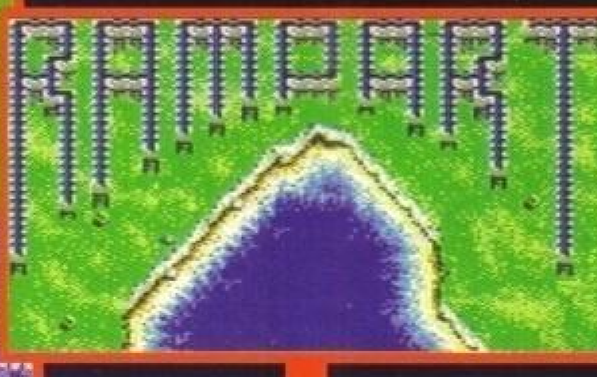
Rampart casts you as one of these unpleasant so and so's, aiming to destroy your opponents castle and declare yourself Lord of all you survey and better looking than everyone else (that's you out for starters — Ed)

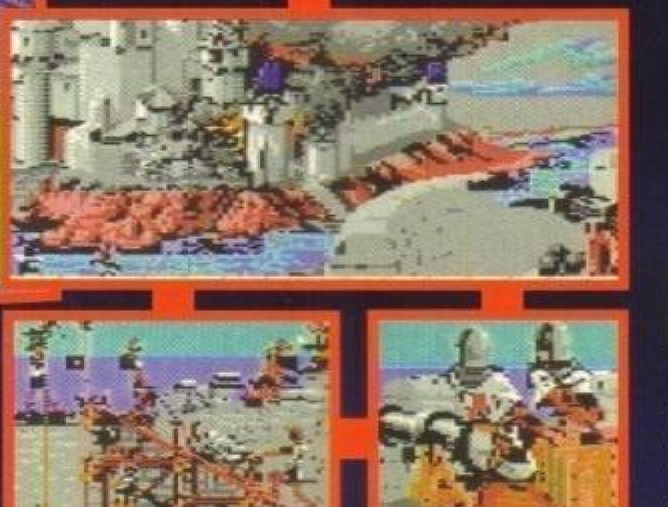
The game can be played simultaneously by up to three players. Each is allocated a castle and must then place two cannons within its walls. Battle then commences, with each player blasting each others walls — the castle keeps and cannons can't be destroyed. After each exchange you're given the chance to peruse the devastation, and must then carry out repairs to your fortress. This is simple enough in theory. The computer gives you a randomly shaped piece of wall (looking not unlike *Tetris* blocks) which can be rotated and placed where you wish. There's a strict time limit for repairs, and if your





● 'Amarda' than you are, PAL! Oh yeah? Try stepping outside that castle and saying that, CHUM!





● Scenes you never see in fairy tales. Imagine the handsome prince blasting the wicked uncle with a cannon... yuck!

RT

keep isn't fully surrounded by a wall in time then you start again from scratch. In this section keeping calm is essential but panic really sets in as the timer runs out and the computer refuses to come up with the piece you need to complete your renovations. It's important to encircle as large an area as possible as this is where your guns are placed — more space means more guns!

Cannon fodder

There are different landscapes for each battle and initially your only worry is your opponents castle, but if you survive long enough then in later levels fleets of ships join the action. The players has no actual control over these, but friendly ones help by bombarding your opponents fortress. Beware though, at the same time his ships will be giving you a sound duffing!

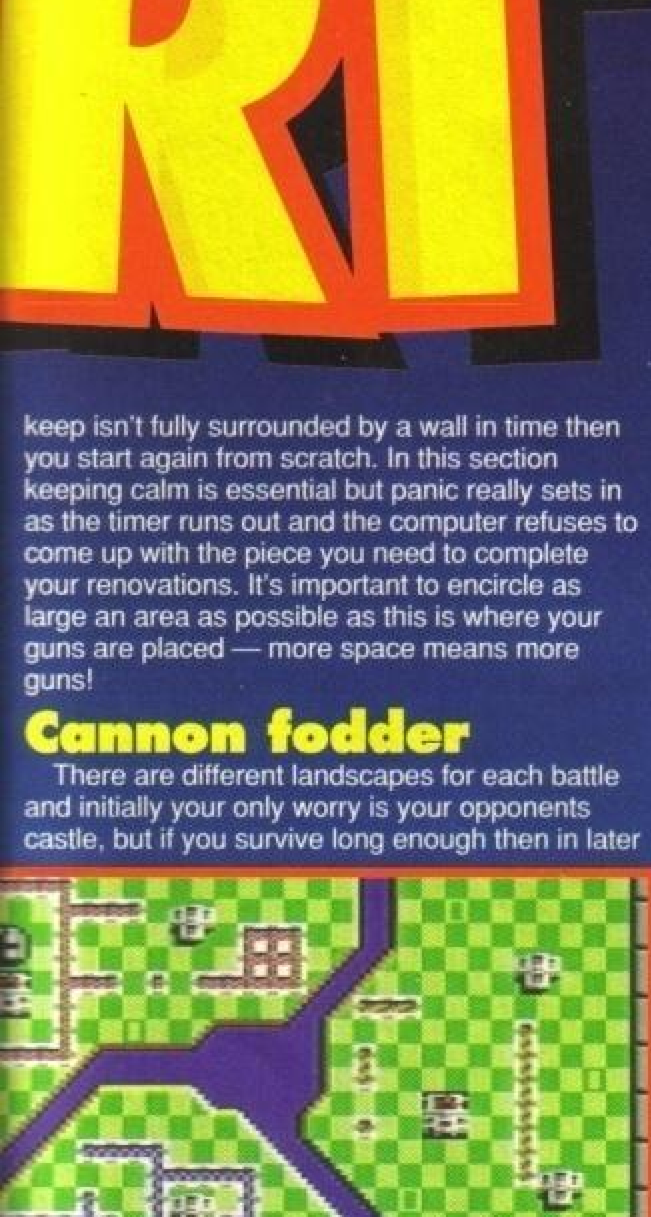
In one player mode the game's slightly disappointing. Here you control your castle as before but instead of trying to flatten another castle you must destroy invading ships controlled by the computer. These are a pig to hit yet they seem to hit you with with every shot (were medieval galleons equipped with radar guided weapons systems? It would seem so).

Even so the multi-player mode's a real hit. The head-to-head battle situation's really competitive and certainly puts a strain on even the strongest friendship. When you've got a feeble little castle and a pea-shooter to defend yourself and your best mate's looming across the water with a huge fortress bristling with guns you soon grow to hate him.

Graphics are decent, though very small and things get very hectic with cannon balls raining down on all sides. Sound is also impressive with a bouncy title tune and good FX.

Ramparts is a more than worthy purchase though it misses a Hurricane Hit due to the less-than-impressive one player mode. Great stuff though, and original to!

MILES! 84%



CHRIS!

● I'd have prospered back in medieval days — quaffing tankards of mead, joining buxom young women for hours of merriment, and having the dandiest britches in town! Blowing the turrets out of nearby castles would also be a favourite pastime, perched on my throne, sending armadas to join in the slaughter... ahh what a life.

As strategy/arcade games go, *Rampart*'s one of the best. Devastating your opponent's carefully constructed castle is hilarious (Miles is still reeling after his tenth consecutive defeat), and creating a strong fortress and a fleet of ships add to the fun no end. A simple idea implemented to its fullest, *Rampart*'s worth every groat. Don't worry Miles, it's only a game — don't get so up tight when I conquer. Miles, no, don't do it, not the window... CRRASSSH!

91%

IAN!

● I don't agree with Miles when he says the one-player game's hopeless — sure it's more fun with two, but on your own it's still a fair blast!

Rampart's a brill game, combining the simplicity and immediacy of *Tetris* with the brainless blasting of, say, *TANX* (anyone remember *Tanx*?) into one of the most playable and original games this year. Perhaps a land-based raiding party with battering rams and scaling ladders would've improved the one-player mode, but this is a minor gripe. Great graphics, great sound... great everything, really!

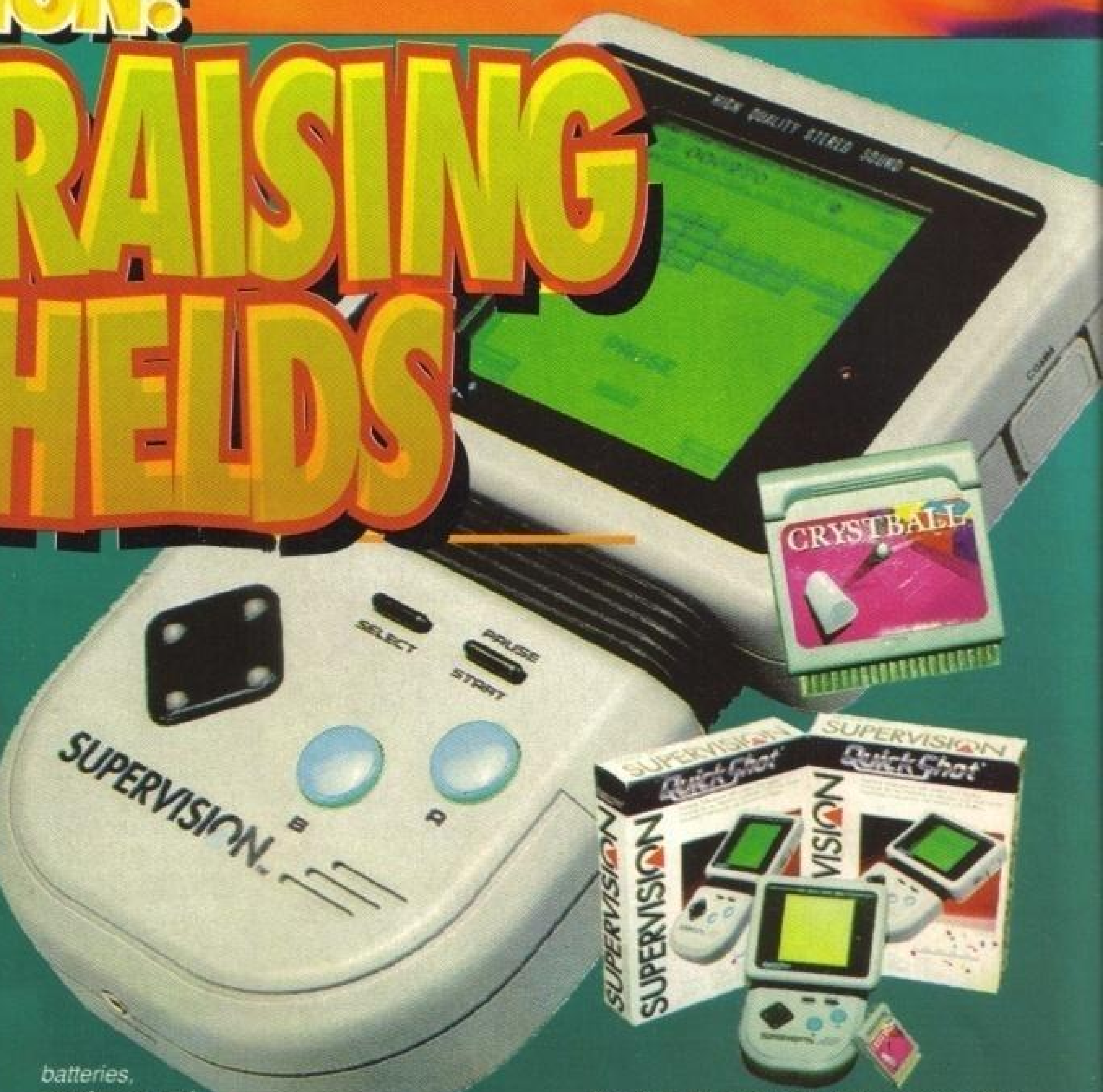
92%

GALE WARNING

PRESENTATION	NIFTY OPENING SEQUENCE AND IN-GAME ROUTINES	80%
GRAPHICS	TINY, BUT PERFECT FOR THE JOB	82%
SOUND	GREAT MEDAEVAL MUSIC AND BOOB-BOOB FX	78%
HOOKABILITY	VERY EASY TO GET THE HANG OF	79%
LASTABILITY	IT'S NOT AS GOOD IN ONE-PLAYER MODE	70%

FORCE FACTOR 89%

HAIR-RAISING HANDHELDS FROM HELL



FREEBIE FORCE

FIVE QUICKSHOT SUPERVISIONS MUST BE WON!

Tally Ho readers, it's that time of the month again…
READERS — *You don't mean…*
Yes! It's February's big giveaway! I don't just mean *big* mind you, but Stupendously **HUGE!**
READERS — (Speechless)
Have you ever been on a train, or on holiday, or eating a burger, and suddenly found yourself pining for your C64 game thrills?
READERS — *Well, yes…*
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No! A catalytic converter for your fridge!
READERS — *What?*
Of course it's a hand-held, dopey, and it's great!

And we've got not one, not two, but *five* (yes five) of these corkendous gadgets to give away to you, our wonderful readers. Of course it's not quite that simple (is it ever?). To be sure that the prize will sit snuggly in the hands of the winner you must send us a drawing of your hand, along with the entry form underneath. The best five hands will soon be caressing their very own console with the compliments of the CF crew!

Send your entries to:
HANDS OFF ME GADGET COMPO,
COMMODORE FORCE,
EUROPRESS IMPACT, LUDLOW,
SHROPSHIRE, SY8 1JW

By the way, all obscene gestures will be forwarded to Bash the Barbarian, and he doesn't mess around! You've been warned!

COMMODORE FORCE

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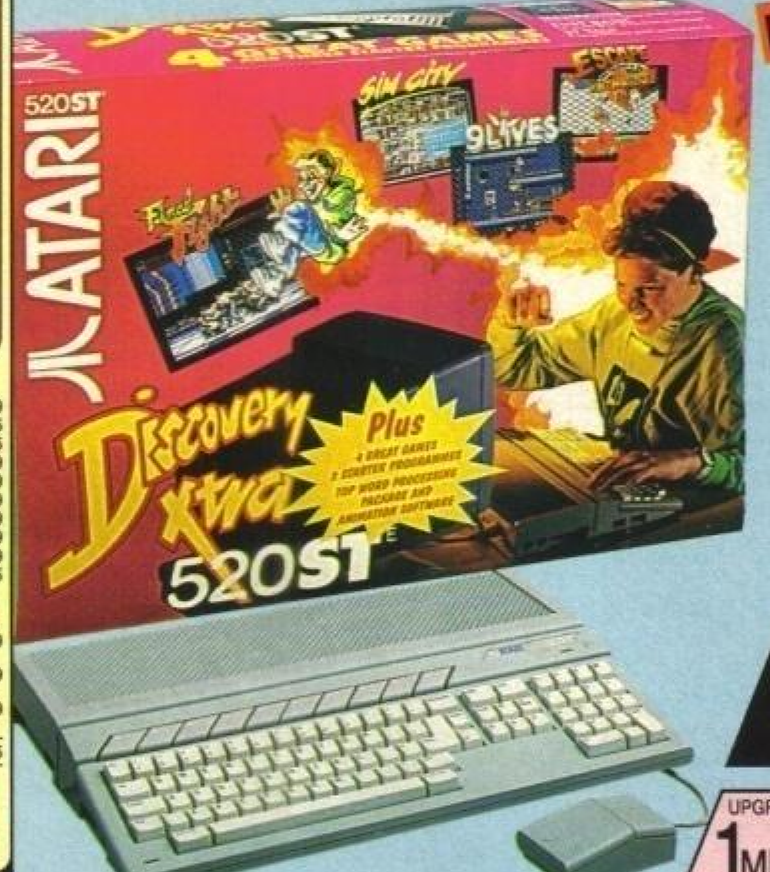

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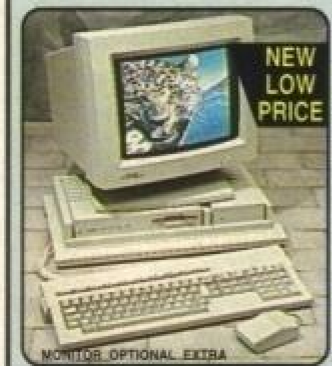

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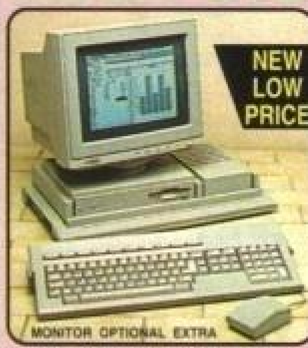

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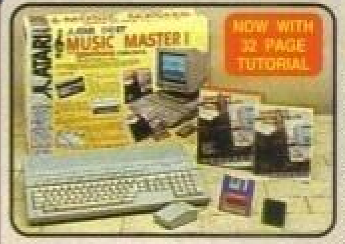

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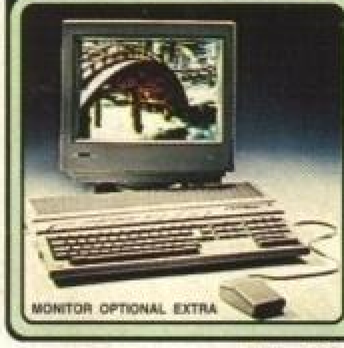
The Falcon Has Landed!



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CEREBRA

There's something 'orrible 'eaded your way — a mind-bending legion of terror-inducing adversaries, hell-bent on turning humanity into gibbering potato heads! Puzzle games can seriously damage your sanity, so we sent MILES 'CRANIAL VACUUM' GUTTERY to investigate ('cos he's got no brains to damage).

WELLTRIS
Infogrames

Not a *Tetris* clone but a *Tetris* sequel. So why *Welltris* and not *Tetris 2* I hear you cry? Simple; the game is played in a well, albeit a square one. The screen is viewed in 3-D with the player watching shapes fall down the sides of the well and land at the bottom. Again the idea is to make a solid line.

Problems arise with the dodgy control method, which makes the game frustrating and jerky, undermining the beautiful simplicity of the original. Therein lies its downfall. Originally well received, it's not my cup of bean soup. Call me crusty if you like.

FORCE FACTOR 43%

RAINBOW
Reader Game

Now this one must be something to do with refracting light through falling drops of water… wrongo!

Innovative, original, spookily compelling, I don't think. It's falling blocks again!

I'm not even going to mention the 'T' word. 'Nuff said.

FORCE FACTOR 50%

TETRIS
Mirrorsoft

This is where it all began. It might've started the ball rolling for the puzzle genre, but is it any good?

Weeeeeell — maybe. The game consists of manoeuvering geometric shapes that fall from the top of the screen, fitting together at the base. When a solid horizontal line's formed, it disappears and all the above blocks drop down. Graphics are simple and flickery, but serve their purpose.

When first released it did ridiculously well, but several years on hideous flaws are becoming apparent — it's nowhere near as smooth as it should be, and the controls leave a lot to be desired. Although still addictive (how could *Tetris* be anything but?), it's essentially a flawed piece of programming.

FORCE FACTOR 65%

BLUE ANGEL
Gremlin

A suspect title belies a somewhat suspect game. Again you destroy tiles, but this time to reveal an alien being in various states of undress (honest), with more and more on show as you progress through the levels.

Odd concept, staggeringly simple game, pitting player against machine (or another human in two-player mode) in a challenge of wits and forward thinking.

Easy to play, hard to master as the cliché goes. Decent presentation and a mellow tune make this an above average title.

Pervs, look elsewhere!

FORCE FACTOR 83%

VIORIS
PD Game

Hmmmm. I get a feeling of *deja vu* here. It's a *Tetris* clone and no mistake, but what's wrong with that? It's a darn sight better than the official conversion! The graphics are smoother and the game plays a little faster, and there's a brilliant two-player option too! On the down side the controls are initially trickier to handle, but who's moaning? The two player option's a real boon (or would be if I had any friends to play against).

014
LINE
VIORI

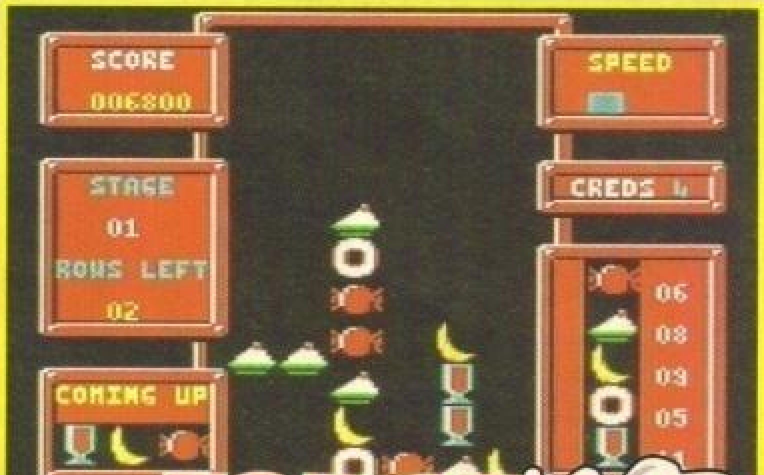
FORCE FACTOR 79%

STACK UP
Zeppelin

Aha, an original budget puzzley… (two seconds into the first game), aaaargh, its *Tetris* again, I can't take it any more, chaff wibble etc.

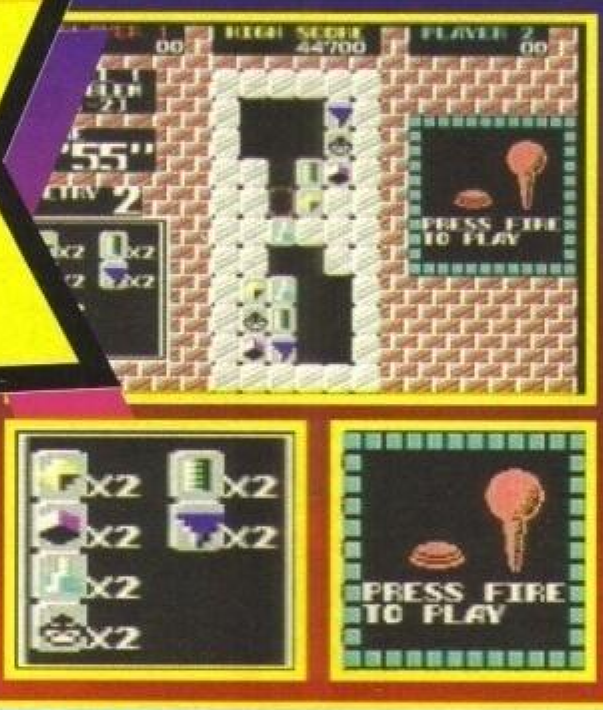
Actually it's not *Tetris*; well it is, but with a twist (of lemon). Here the blocks are replaced with fruit, veg and Quality Street, arranged in horizontal rows of three. Unlike *Tetris* you can't rotate them, but as they descend in groups you can alter the order in which they're arranged.

Like objects must be matched in rows (connect four again). Pretty graphics add interest, which is unusual for the genre, but the difficulty curve's a little steep.



FORCE FACTOR 85%

FIX



PUZZNIC

Ocean

Match similar blocks to make them disappear; sounds familiar, but wait, Wait, WAIT! If this isn't as addictive a game as I've seen in a long-while, I'll eat my wig! The initial screens are a cinch and will have you chortling nonchalantly at your C64 saying 'Ha! You can't beat me, you young scallywag'. However the later screens will have you tearing your hair out by the handful (don't worry about it Miles, no one will miss it — Ed). Fiendish is the word — you'll keep saying 'last go', but it never will be (why do we do it to ourselves?). An essential puzzler.

FORCE FACTOR 92%

PANIC DIZZY

CodeMasters

Oh no, it can't be… IT IS! The annoying ovulation gets everywhere. Is nothing sacred?

Not the usual Dizzy fare (or it wouldn't be in this feature). Instead four tubes at the top of the screen drop various shapes, which the player sorts using a conveyer belt with different shaped holes in it. Move it left and right to allow the shapes to fall through their corresponding hole.

Dizzy himself doesn't actually have much to do with the proceedings, he just stands in the middle of the screen. I suppose being such a big star he's bound to sell a few more copies — what a shell out.

FORCE FACTOR 74%

SWAP

Palace

Swap — hmmm, imaginative title. Having set the options, you're faced with a screen full of different-coloured tiles. The idea being to rotate them in pairs in order to match colours and make them (wait for it), disappear! Incredible.

Sadly the game lacks the one element which sets puzzle games aside from the usual arcade fodder — ADDICTIVITY! It's too slow moving to generate any real excitement.

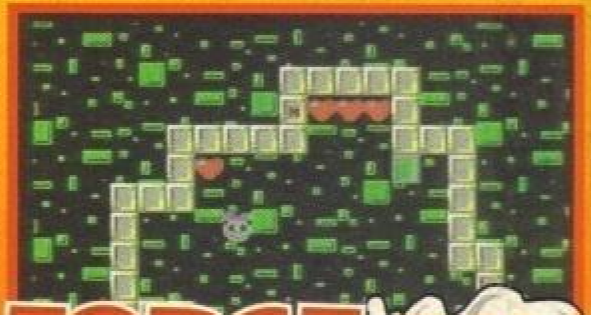
FORCE FACTOR 59%

THE POWER

Demonware

At last! A puzzle game that doesn't involve fitting shapes together. Hurrah!The game contains 50 levels. The idea in each is to control a (very ugly) geezer who wobbles round the screen collecting hearts to present to his (very ugly) girlfriend. Point the cursor and he toddles off in that direction. Unfortunately he won't stop until he hits something, so careful use of the walls and moveable blocks is vital.

The disk version boasts an editing facility giving unlimited variety, but the dull graphics and tedious gameplay failed to hold my attention after the first few screens.



FORCE FACTOR 56%

E-MOTION

US Gold

E-*motion* puts you in control of a small craft zooming around a miniaturised world of sub-atomic chaos. The ship is operated via the rotate-and-thrust method in true *Asteroids* tradition, which (though tricky at first) offers great flexibility of movement when mastered. With skilful use of the ship's inertia the various on-screen particles are knocked together to form different molecules.

The two player mode calls for lots of co-operation and adds a great deal to this novel brain-twister.

FORCE FACTOR 84%

ATOMINO

Psygnosis

If chemistry lessons bore your socks off then *Atomino* could leave you with cold feet. Once again creating molecules from randomly chosen atoms is the order of the day. I won't go into details — suffice to say when you create a huge molecule with only one free link you can bet the computer will give you the precise piece you didn't want. What a barst, eh? Perhaps a little too frustrating for its own good, but still mightily playable.

FORCE FACTOR 75%

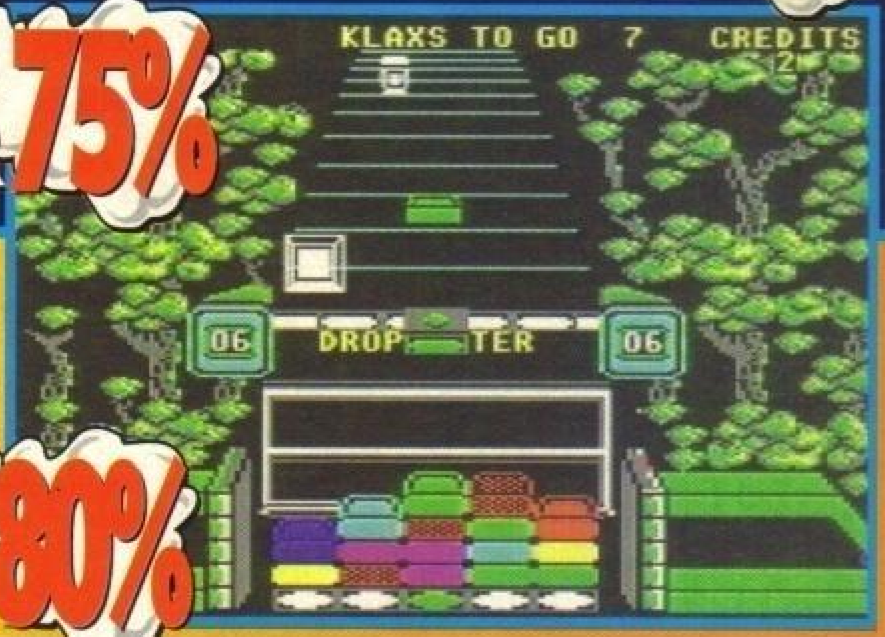
KLAX

Domark

A tiling game, fair dinkum. This blinder from a couple of years back is another arrange-'em-in-rows-'em-up, and it's a good 'un, too! The (square) tiles are brought forward on a conveyor belt, where you must catch 'em before they drop — when you've got 'em, arrange them in diagonal (shock), vertical (dribble) or horizontal (swoon) rows. Anyone remember connect four? It sure raises a few expletives when eight tiles are coming at once!

Certainly one to have if this is your thing.

FORCE FACTOR 80%

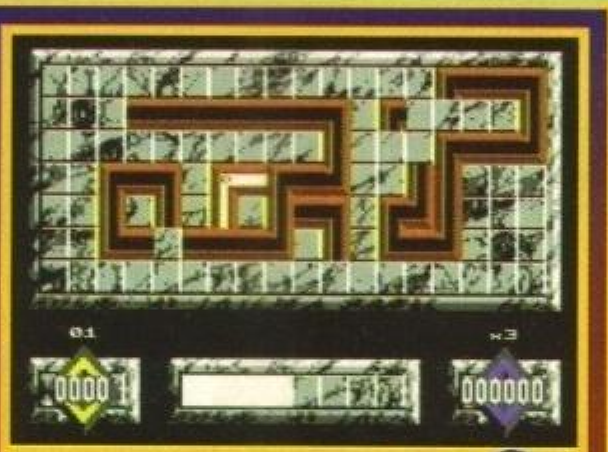


LOOPZ

Audiogenic

Ah, a different angle; no coloured blocks, just bits of tube. You are given a random piece of piping (straight or angled, large or small) which you move, rotate and place in the position of your choice. The aim is to form them into unbroken loops which then disappear, giving more space to place the next. There's a strict time limit when positioning each piece — exceed it and it's *addios* to one of your meagre number of lives.

The graphics are little more than adequate but, as always with puzzlers, it's playability which counts. Simple, easy-to-master controls and a password system to avoid having to repeat earlier levels make for great short-term playability, but a question mark hangs over it's long-term appeal.



FORCE FACTOR 78%

DEFLEKTOR

Gremlin

Did any of you out there in C64 land ever play a game called *Rebel*? Good! Then I won't have to go into too much depth about how *Deflektor*'s played. Basically you aim to direct a laser beam from its origin to the exit by reflecting it off a series of mirrors.

Control is straightforward and graphics are convincing, but playability is marred by the lack of a password system.

FORCE FACTOR 80%

GEM-X

Demonware

Uh-oh! More slightly riské pictures of scantily clad females as reward for completing screens. Hey ho, at least they're human this time.

The screen's divided into halves with a set of gemstones on each side. The player's task is to make the pattern on the right match the pattern on the left in as few moves as possible by clicking on individual gems to change their colour. Easy eh? Well no — on altering a gem you also alter those around it!

Hundreds of screens mean there's no shortage of lastability, but the multiload could prove to be a pain.

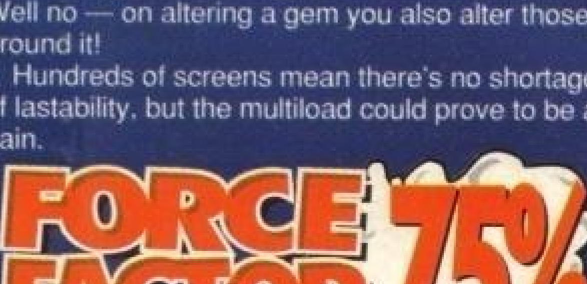
FORCE FACTOR 75%

CURSE OF RA

Rainbow Arts

The game begins with the player facing a mosaic of tiles decorated with Egyptian hieroglyphics. A cursor's used to move them one at a time, and when two horizontally or vertically adjacent pieces with identical symbols meet they disappear.

The 'curse' of the title is the graphics. The symbols are blurred and unclear, meaning half the difficulty's distinguishing between them. This kills any playability it might've had — shame really.



FORCE FACTOR 40%

FLIPPIT

Soundware

Similar in idea to *Gem-X*, ie the player matches the tiles on the right of the screen with the pre-set pattern on the left.This is done by clicking on each tile using a cursor to change its colour.

Hitting a tile also flips several others, so the heart of the game is in remembering how each piece affects it's surroundings. Hardly what you might call enthraling — Flip it indeed!

FORCE FACTOR 66%

QUE-DEX

Thalamus

Erm, I'm going to have to ponder this one (sound of Miles walking into the wilderness)…

(Forty days later… Sound of Miles returning from the wilderness). Erm…

There are more questions than answers, or so the song goes. The question here is 'why'? Nice graphics though.

FORCE FACTOR 49%

LOGICAL

Rainbow Arts

Lets get logical! You're given a set of dials, each with four cavities, interlinked by vertical and horizontal tubes. Randomly coloured marbles are dropped from the top of the screen and must be caught in the dials — when a dial contains four marbles of the same colour, the cavities turn black. A screen is won when all dials are turned. A second pair of eyes wouldn't go amiss when you're watching ten different dials and catching the marble (which would've completed the level) in the wrong one. It's enormously hair-tearing, but the gameplay gets repetitive too quickly — okay for a quick blast though.

FORCE FACTOR 62%

CONFUZION

Incentive

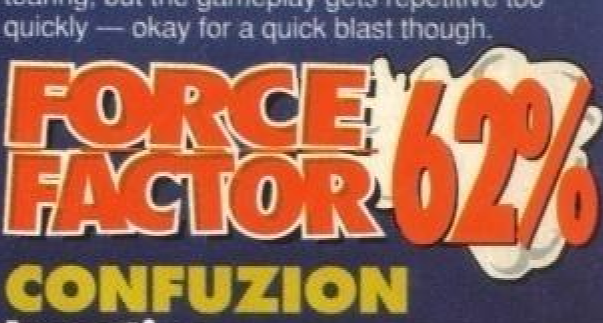
Way back in the mists of time, 1985 to be precise (when I were a lad etc), there was a game called *Confuzion*. Now of course it's forgotten, which is unfortunate. It's quite good in a slidey-block-puzzley sort of way. The game justifies itself with a little plot about defusing bombs but this has little to do with the game. Buy it by all means, but don't expect big thrills.

FORCE FACTOR 78%

RECKLESS RUFUS

Alternative

Rufus is a cute little bean with sleepy eyes and a cheery smile. Stranded in a strange world made of roughly 140 screens infested with all manner of nasties, his only hope of escape lies in collecting the crystals littering the planet. As he's only able to move on certain blocks the trick is to work out exactly the right route to take around each level. The game's one big point of frustration is that the baddies appear at random, so that often you'll often find yourself dieing through no fault of your own. Despite this slight flaw *Reckless Rufus* is well worth a look, but only if you have buckets full of patience.



FORCE FACTOR 86%

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MANGRAM'S MAIL BAG

Before I start, I'd like to say what a pleasure it's been reading all your devastatingly interesting letters... I'd like to, but I can't! The typical readers letter nowadays reads 'Hi Lloyd, great magazine, now here's two-dozen boring questions you've answered at least three times already'... C'mon guys and gals, you can do better than this! Remember, this is YOUR magazine, and if you want to read 'when's *Lemmings* coming out' or 'will *Sonic/Mario* ever appear on the C64' for the 53rd time, then let things stay as they are. But if not...

WHAT YOU AFTER, HENRY?

Dear Lloyd,
Are you the same Lloyd that ran Rrap back in issue 81? ***No, I'm an Abysinnian nose-flute who stole Lloyd's passport — well it was a stupid question, wasn't it?*** In your opinion what is the best platform game? **Manic Miner*****! You can't beat the old classics, can you?*** Could we have *Creatures 2* on the mega-tape please (and I did say please)? ***Are you paying? If so, YES!*** And finally, is *Simon's Basic* still available, if so where can I get it and how much does it cost? **Simon's Basic** ***was commissioned and marketed by Commodore themselves, until they gave up selling software altogether about four years ago. As far as I've been able to discover, it's now deleted.***

G Henry, Nowheresville.

SCHWING OUT SISTERS!

Dear Sir,
Please can you help us. Myself, my sister and my sister-in-law each have a Commodore 64. We're not youngsters (40-plus to be exact) and we can't seem to find many games suitable for our age group — many of them are (understandably) geared to the younger end of the market and are (not seeming to be unkind) very silly.

We're all addicted to games like *Chuckie Egg, Krakout, Mighty BombJack* and *Rainbow Islands*, but since *Rainbow Islands* there hasn't been much on the market. We've been buying your magazine but aren't overly impressed by the free games. I'm sure there are many more mums and dads etc who now Christmas is drawing near and the youngsters are into Sega Megadrives, Nintendos etc will inherit their Commodore 64 cast offs. ***(CAST OFFS? CAST OFFS? wash your mouth out with soap! — LM)***

KEEPING IT IN THE FAMILY

Dear Lloyd

My brother's had a letter printed last issue, so please print this letter or I'll get fatty Phil to jump on you. Now for some questions ***(aw no, not more questions...)***.

Where did you go when Miss Whiplash took over the letters page? ***Those nasty ex-Newsfield gits put me in an old folks home! The reason I was away so long is because it took 'til now to escape.*** Do you like the new boy James Price? ***He's alright in small doses — the smaller the better!*** When's Nobby The Aardvark on sale? ***There have been a few delays, but it'll hit the shops some time in the new year.*** What do you think of Creatures II? ***I honestly think it was over-rated. For me at least, the lack of level codes and stingy number of starting lives ruin what could've been the best Commodore game of all time. You can spend two hours ploughing through the screens you've already completed just for a couple of tries on the one you're stuck on. Consequently, I would've marked it 15-20% lower.*** Who has sold the most games, Kixx or the Hit Squad? ***That's between them and their bank managers.***

That's all for now, bye!

Simon Wight, Hawick, Scotland

Could you please help us, I have tried practically everywhere purchase a game called *Spots* which my nephew

(TURRI)CAN IT, CREEP!

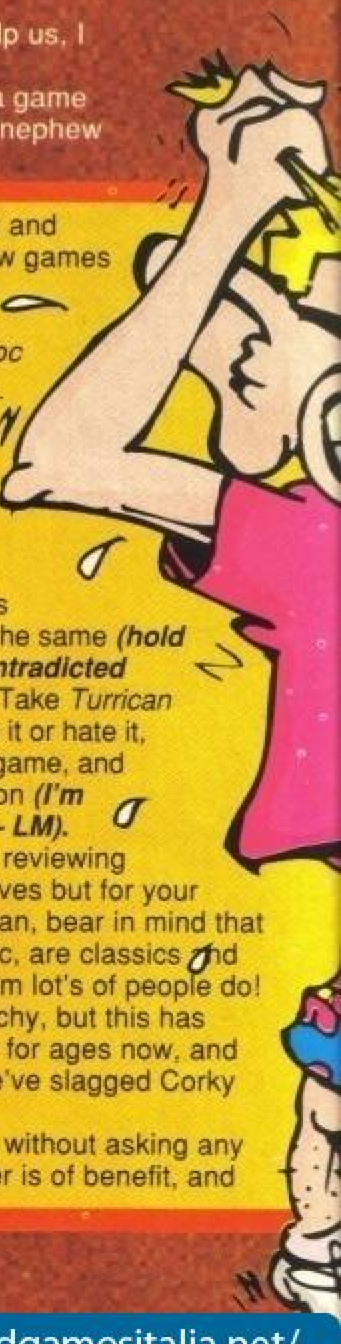
Dear Lloyd,
After gaining encouragement from having my letter printed in your fine publication ***(creep — LM)***, I've decided to write again with a few ideas (so please bear with me).

Firstly, the two covertapes... y'all deserve a hearty pat on the back for taking the plunge (obliging cow enclosed). I know we complain about the price going up, but at least this new price increase is really worth it — I for one am only too glad to pay £4.16 ***(in Irish money — you UK'ers don't know how lucky you are)*** for two tapes plus a snazzy mag, especially with games like *Vioris*, one of the best ever on any covertape! But why not use one cassette with twice as much tape on it, working out cheaper without having to reduce the amount of goodies? With the money saved you could box the tape or even add a few pages without another price increase. Another wonderful idea would be letting the readers vote for a covertape's contents, maybe the Christmas tapes (if I'm in time).

Now for a question... how long (on average) do your 'reviewers' (and I use the term loosely) spend reviewing a game? Certain individuals who shall remain nameless (hint — Corky and Ian) don't seem to review games properly! —Evidence — *Turrican II* which Corky gave 92%, and *Cool Croc Twins* where there was too much difference between Ian and Phil's ratings for my liking. I know that reviewing a game is mostly down to personal preference, but the marks should usually be about the same ***(hold on, haven't you just contradicted yourself there? — LM)***. Take *Turrican II* — no matter if you love it or hate it, it's still the same (great) game, and Corky giving it 92% isn't on ***(I'm speechless for once! — LM)***.

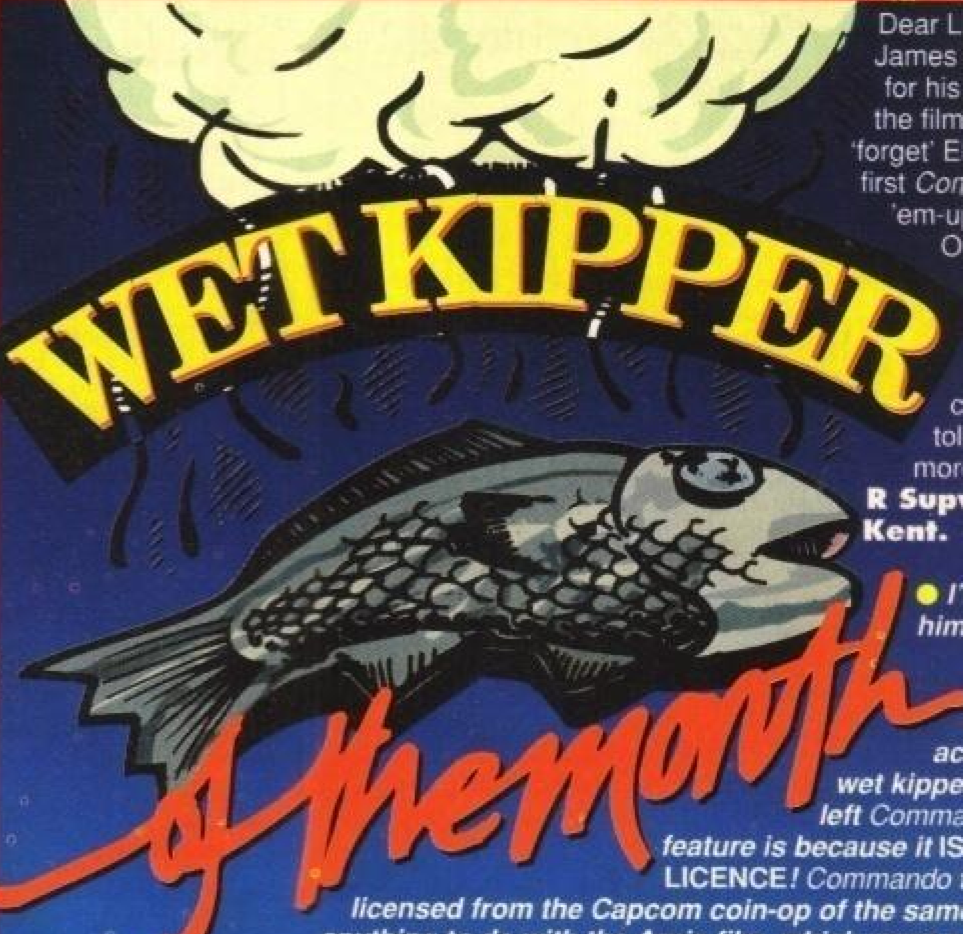
Remember you aren't reviewing these games for yourselves but for your readers, so, Corky and Ian, bear in mind that games like *Turrican II* etc, are classics and even if you don't like them lot's of people do! Sorry if I sound a bit touchy, but this has been getting on my wick for ages now, and at last I've joined the 'we've slagged Corky and Ian' club.

And now I shall close, without asking any questions! hope the letter is of benefit, and



had years ago, similar to Yahtzee, or any card game sims — but without any luck.
C Davy, Plymouth, Devon

● *Er… wow! Anyone who calls me 'Sir' must have their head screwed on, and I'm only too pleased to help out someone of my own age group! Bash tells me adventurers are older than the average gamer — check out this month's* Theseus and the Minotaur. *Puzzle games are (usually) free from barmy plots, so you might want to pick through Miles's great feature. Finally, get yourself to the local car boot sale and look for the ageing classics such as* Elite, Lords of Midnight, Manic Miner *and* Microprose Soccer.
LM



Dear Lloyd,
James Price should be sacked for his appalling cock-up in the film feature. How dare he 'forget' Elite's *Commando*, the first *Commando*esque shoot-'em-up ever? *(That figures!)* Or maybe he's not an Arnie fan and hasn't seen the *Commando* film! Be warned James, another cock-up won't be tolerated — make one more, and I'LL BE BACK!
R Supward, Tonbridge, Kent.

● *I'm sure he's wetting himself with fear! Congratulations pea-brain, you've won this month's slap across the face with a wet kipper. The reason James left* Commando *out of his film feature is because it* ISN'T A FLAMING FILM LICENCE! Commando *the game was licensed from the Capcom coin-op of the same name. Neither had anything to do with the Arnie film, which came out AFTER the game anyway!*
LM

LOADS OF CHEEK

Dear Lloyd,
Can you help my mum and me with some info? We've had our C64 for a year now and read your mag every month. As I am only seven I have to rely on my mum to help with the games, and at her age she is not as quick as she was and cannot get to grips with loading and playing some. Please give her some simple hints on how to find the second game on the first side of a tape, also some tips on how to get into *Sphinx Jinx*, *Black Knight* and *Short Circuit*. Thanks
Luke Fletcher, Wolverhampton

● *You should have more respect for your elders, young man! 'At her age she isn't as quick as she was' indeed! When I was a lad, if I cheeked my mum I'd be beaten half to death with the buckle end of a broom handle, and it never did me any harm. Spare the brick and spoil the brat, that's what I say! Anyway, to find the second game on the the first side of a tape you rewind to the beginning, and reset the tape counter. Now load the first game — when the game has loaded, write the number on the counter in the snazzy little box on the back of the inlays; when you want to load the second game again, rewind the tape, reset the counter, and fast-forward to that number.*

Easy! If you want specific game tips, though, you'll have to write to the tips clinic.
LM

if it is printed, try and use the word 'pernicious' in your reply!
Derek Scally,
Raheny,
Dublin
PS Tell Bash I'm calling the fashion police on him... animal skins! They just aren't with it, and that axe... what an accessory! Wouldn't you rather have a Filofax?

● *I almost took this guy seriously until he started moaning about* Turrican. *Derek, I appreciate* Turrican II *is a 'classic' game, but doesn't a 92% mark reflect this? Ian's currently stomping round the office wishing he'd given the disastrous* Stun Runner *95% just in case someone out there likes it… is that the sort of magazine you want to read? Besides, don't you realise that although you consider the game a classic, there are plenty of people out there who don't like it? If we followed your instructions and raved about every so-called 'classic' game (and I use the term loosely) our marks wouldn't reflect quality, but the amount the software house had spent hyping it up. So ya, boo, sucks to you!*

Regarding your suggestions about the covertape, going back to one tape and doubling its size just wouldn't work. It would be impossible to find the game you want, and a larger tape would only be fractionally cheaper than two smaller ones, so any saving just wouldn't be worth all the hassle. Likewise, we can't let the readers vote on covertape games as we can only put on what the software houses are prepared to sell us — they won't let us use games that are available in the shops for obvious reasons. We've already had one plonker ask for Creatures 2 *this month (see previous letter), and most entries would probably be equally unrealistic. Thanks for the suggestions though, constructive criticisms are always welcome.*
LM

GREMLINS IN THE WORKS

Dear Lloyd,
Welcome back, you've been sorely missed by the entire readership! At last I can now write to someone human instead of a thick Tarzan impersonator with an axe, leather clad bondage freak or (as in your rivals case) a children's party jelly masquerading as an outsize brain!

Well done on putting two megatapes on the cover, they're brill, although my copy of tape 36 doesn't work properly so I'll be sending it back to Ablex just as soon as I find a nice cosy jiffy bag. May I also add that I'm eagerly awaiting the new disk offer!

Now for some seriously C64-related questions. When will *Lotus Turbo Challenge 2* and *Nigel Mansell* be released on the C64? ***Never and January, in that order.*** Do GBH sell *Lotus Esprit Turbo Challenge* on disk? ***Yes, it's on GBH Gold and costs £7.99*** I lost a wad of money when Turbosoft went under, so I'm a bit wary of mail order companies now. Could you recommend a reliable one that stocks *Lotus*? ***Buy it direct from Gremlin — make your cheque/PO payable to Gremlin Graphics and send it to*** **Gremlin Graphics Software Ltd, Carver House, 2-4 Carver St, Sheffield, S1 4FS.** ***Don't forget your name, address and game required.***

My copy of tape 24 doesn't work. I know I should have sent it back for replacement ages ago, but just never got round to it. Anyway, since you've changed duplicators, who do I send it to now for a replacement copy? ***Sorry my old china, you're out of luck — neither we nor they keep old cassettes for that long.***

That's all for now. May COMMODORE FORCE live long and prosper.
Mike Cotton, Andover, Hants

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AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

LETTER OF THE MONTH!

Dear Sir, *(another one — I am honoured!)*
In the November issue Stuart Bell of Nantwich asked for information on *Ghouls* by Microvalue ***(we rang 'em up, but they'd never heared of it, remember)***. I own a game called *Ghouls* by Micro Power, published in 1984. Could this be the game he seeks?

I can't help feeling the demise of of C64 is not far off, and breathe a sigh of relief when I see your magazine is still published. With the current invasion of Sega Megadrive and Super Nintendo consoles hitting the market and getting all the hype, the C64 is virtually non-existant in the minds of many would-be games players — what a waste!

Back in 1982 I bought a ZX Spectrum and was totally knocked out by it. A computer game of any description was amazing, the delving into the uncharted programming side of things was exciting and as the 'penny dropped' the sense of achievement was wonderful. In 1984 I upgraded to a C64, mastering machine language after a lengthy period of frustration, and I avidly bought and played games of every kind. In 1985 I bought a C128, and in 1987 a C128D which I still use today — along the way it's produced countless invoices for business customers, price lists, leaflets, accounts, letters, pretty pictures and years of pleasure for myself and my children. I can think of no other item in my household that has received so much attention for so long a period for such a relatively small outlay. It's the versatility of this machine that's in danger of being lost — try running a business on a Megadrive! Admittedly to get the best use for your 64 you need a disk drive, cartridges, printer etc, but instead of dumping it for the latest Japanese offering (with games alone costing as much as a second hand drive), why not dive in and explore its possibilities?

Perhaps I was lucky to be in from the beginning. In the early days magazines were filled with ads offering ideas for uses and books of information, all of which seem no longer available. Commodore themselves don't help, selling hundreds of thousands of 64s and offering nothing to encourage us to stay with it. Surely a C64 compatible machine with built in drive and upgraded graphics and sound is a feasible proposition? It's rubbing off on retailers too — in my town of Oldham support for the C64 by local computer stores is appalling and no doubt this is the case throughout the UK. Why? There must be loads of Commodores out there!

A lot of your readers write in about old games from the past, stating they would like to track them down. My own collection covers thousands of games from 1983 on. perhaps you would publish my address to enable anyone with an interest such as myself to set up a lending library? Incidentally, as a collector of C64 games, could you or anyone out there suggest a way of compiling the information to produce a list of every C64 game ever released or does one exist already?

Many thanks for taking the trouble to read this perhaps, lengthy letter.
Mr Ged Foley, Chadderton, Lancs

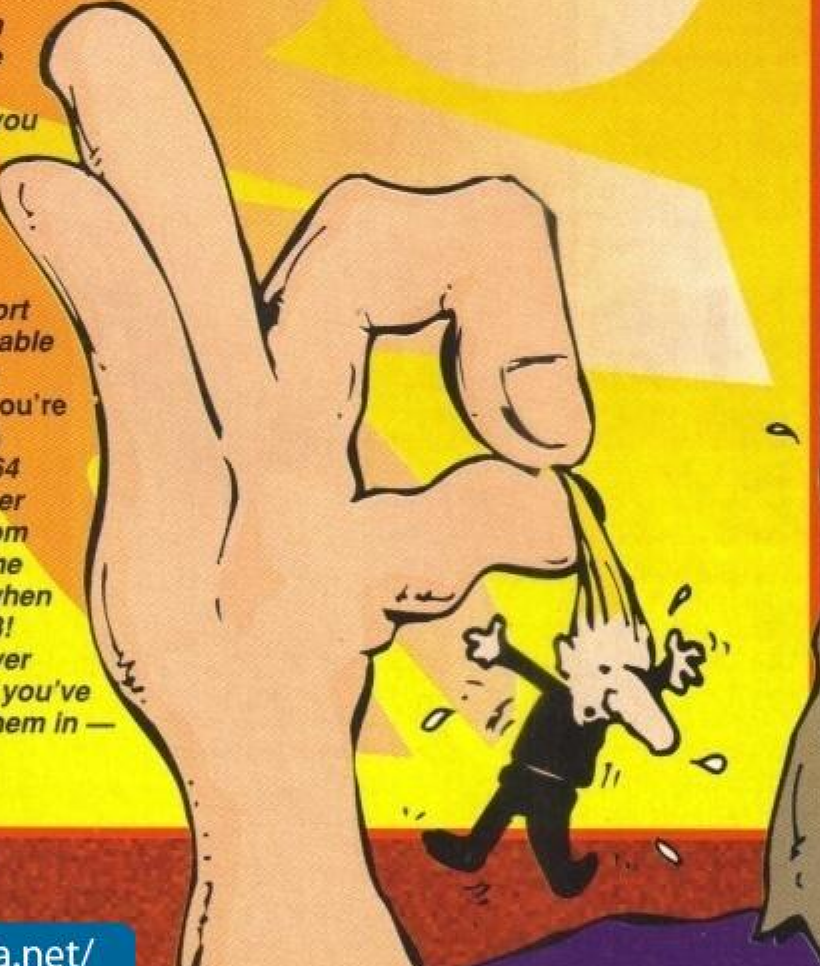
● ***There's no 'perhaps' about it mate — yours is a long letter! Not that we mind though, there's always room in the magazine for intelligent comment.***

I too mourn the passing of the 'serious user' culture. It's almost impossible to find a decent book on machine code nowadays, let alone business applications! However, before we drift away on a sea of nostalgia, remember how many early-eighties user guides were just badly written re-hashes of the computer manual? With the industry in its infancy it was all too easy to jump on the bandwagon and make a mint with a sub-standard product.

I don't share your pessimism regarding the Commodore scene. 87% of retailers want to stock C64 products, but they're finding it harder to get stock from the distributors — one by one the software houses are supplying shops directly, and remember if you can't find a game you can always order direct yourself! Home computers will (in the end) triumph over consoles, which are basically expensive toys. Mark my words, in a few short years consoles will be as fashionable as flares! (Er, flares have actually come back 'in' now, Lloyd. Yes, you're now fashionable one more! – Ed.)

Your idea about setting up a C64 library's a good one, but remember you'll need written permission from the copyright holder of every game you include — not an easy task when your collection goes back to 1983!

Anyway, good luck with whatever you do next with your C64, and if you've written any decent games send them in — they might make the covertape!
LM



SENSIBLE SOFTWARE?

Dear Commodore Force,
I've been a loyal reader for ages, and I think it's about time I wrote in. Don't take this letter as a complaint, but as advice.

1. Bring back the old pictures of the reviewers with thumbs up or down. I'm sure many readers would like to see them again.
2. Make the headings a bit neater. They're just a tiny bit messy at the moment.
3. More pages please!!!

Adoe Beith, Tasmania, Australia
PS Bring back Rockford and the gang.

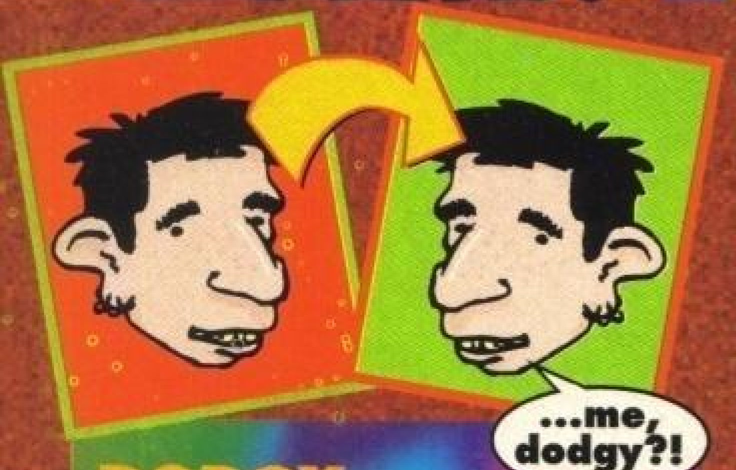
● ***I can't say I agree about the old reviewer heads — they were great in their day, but would they really suit our new all-colour look? Likewise we brought back the border dudes for an issue or two, but they just looked a mess! I take your point about the headings though I'm sure you'll agree they've improved immeasurably this ish. Thanks for the comments, constructive criticisms are always welcome!***
LM

LOOKS GOOD ON PAPER...

Dear Lloyd
Recently at school I have been using a newspaper editor on the Acorn 3000. It's great and very useful. Is one available for the C64, and if so, how much does it cost? Is it available on disk and where can I order it from?

If you can help I'll be very pleased.
Richard Evans (12), Tipton, West Midlands
PS I bet you don't print this, but could you please reply.

● ***Bad luck, you lost — the bet I mean! The item you require is a desk-top publisher, but we've no idea where you can get one from. Does anyone know?***
LM



DODGY DUPLICATION?

Dear Lloyd,
I returned my copy of tape 36 to Ablex because it didn't contain *Silkworm*, though it did have *Ninja Warriors*. Ablex returned a tape that still didn't contain *Silkworm*! I take it NO copies of tape 36 had it? I feel it's necessary to report you to Trading Standards as you've advertised an item that you'd no intention of supplying. Unless you send a complete copy of the tape that's exactly what I'll do.
PA Walden, Redmile, Notts.

● ***I could make a few cutting comments about the tone of your letter, or the fact that the tape you sent back DID contain*** **Silkworm*****, but for the sake of goodwill I won't. We wanted to put*** **Ninja Warriors** ***and Silkworm on one side of the tape and the Ninja Warriors multi-load levels on the other, but it wouldn't fit — we had to put*** **Silkworm** ***after the*** **Ninja Warriors** ***levels. Happy now?***
LM

WRESTLING WITH THE FACTS

Dear Lloyd,
Guess What? I've some questions for you *(quelle surprise — again)!*

I'm a big fan of beat-'em-ups. Would you recommend *WWF*? Any news on *Streetfighter 2* or *WWF 2*? **Streetfighter 2** ***should be out before Christmas. No news on*** **WWF 2*****, but the first game was great.***

Is the Kixx game *Championship Wrestling* any good? ***It was fairly well recieved when it first came out, but isn't as good as*** **WWF**.

What happened to *The Simpsons*? It was due for budget release in November! ***It's been put back a while, but it will appear on compilation in the near future — with*** **WWF*****, no less!***

In a certain Spectrum magazine they have a 'Suck Up For Software' section, where readers write in begging for games. Why don't you do the same? ***'Cos it's the most blatantly tasteless idea I've ever come across. Do you really want to sink as low as Speccy owners?***

I notice that for some cheats you need a reset button. What are they and where can I get one from? ***A reset cartridge is a device that allows you to reset the Commodore without emptying the memory. To enter the poke you hit the button, type it in, then restart the game — hey presto, you've now got infy lives, energy, or whatever. Datel's*** **Action Replay** ***cartridge isn't cheap, but it's a marvellous piece of equipment. Check out the ad elsewhere in this ish for details.***
All the Best,
Daniel Hunt, Manchester.
Hope that little lot helps!

TWENTY QUESTIONS (ALMOST)

Yo Lloyd!
Excellent (and other crap Wayne Campbellisms). After nine issues, the best letters answerer in the world is returning. Hurrah! Here are some points (ow!).

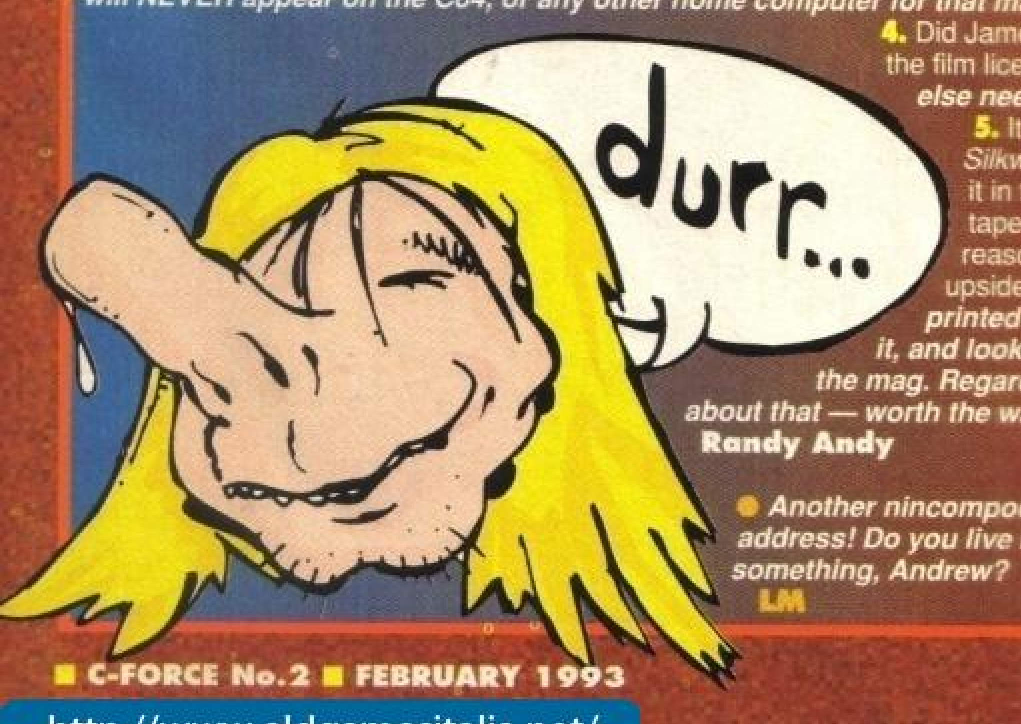
1. Am I the only one to spot similarities between *Tusari* (tape 35) and *Creatures*? Note the ghosts and the dragon on the third or fourth screen. I seem to remember Ian rabbiting on about copyright in issue 87 pages 30-32. ***Come off it Andy, they're not*** **that** ***similar. If you took copyright to ridiculous extremes you'd end up saying all computer games are*** **Pong** ***rip-offs.***

2. You said *Lemmings* would be out by Christmas. Do you mean early December or the 24th of the same month? ***I personally didn't say anything of the sort! And the most honest answer I can give is this: don't know!***

3. Someone said that *Sonic* was coming out on the C64. Were they telling porkies or will US Gold actually get the game out before judgement day? ***They were telling porkies.*** **Sonic the Hedgehog** ***will NEVER appear on the C64, or any other home computer for that matter.***

4. Did James miss out *Commando* in the film licence round up? ***Someone else needs a kippering!.***

5. It took me two days to find *Silkworm*. Why didn't you put it in the right place on the tape? Perhaps it's the same reason tape 37 was printed upside down! ***tape 37 was printed exactly how we wanted it, and looked great on the cover of the mag. Regarding*** **Silkworm*****, sorry about that — worth the wait though, wasn't it?***
Randy Andy



● ***Another nincompoop who didn't give his address! Do you live in cloud cuckoo land or something, Andrew?***
LM

SNIPS

Pearls of wisdom that wouldn't fit anywhere else.

■ Why is the tips section mostly tips? Why no pokes or listings?
Shane Hadfield, Sheffield.
It's mostly tips 'cos it's the tips section, you fool! Rest assured we'll be printing pokes and listings in the future though.

■ I found a shop selling covertapes without the magazines. Is this legal?
Wotzizface (pillock didn't sign his name).
NO IT ISN'T! Send us the name of the shop, and we'll get in touch with Trading Standards.

■ What's the best game programming utility and how much does it cost?
A Venni, Cambs.
Depends what sort of game you want to program. Sensible's Shoot-'em-Up Construction Kit ***is now on budget (GBH), for adventures try Gilsoft's*** The Quill***, or for freescape games check out Domark's*** 3-D Construction Kit. ***It's not cheap (£25 a throw), but it gets the job done.***

■ How old is Michelle 'ill again' Kendrick and how is she related to Markie?
Jordan Van Der Elst, Holland.
We did ask, but her reply wasn't fit to print. Nor, for that matter, was Markie's.

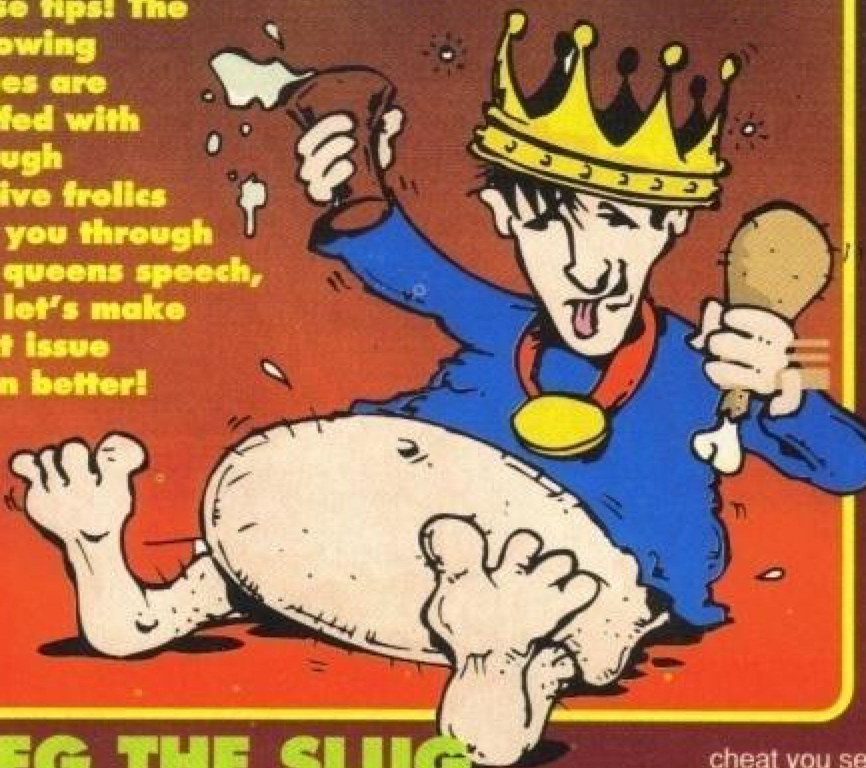
■ **COMMODORE FORCE** is the Best, it beats the rest, and now it's bigger than Elvira's chest!
Stephen Quinlan, Cheshire.
Your poetry's crap, so shut your trap, one more word and you'll get a slap!

Another month, another mailbag, another marshmellow-flavoured coffee from the drinks machine (when will they get it fixed?). I'm off to bed with a mug of cocoa and a plateful of biscuits, so see ya next issue!

Lloyd Mangram

THE TIPSTER!

Can it be true? You bet your stocking fillers it is! Another enthralling encounter with the COMMODORE FORCE tips section. Come rain or shine, hell or high water, these pages remain firmly lodged in the guts of COMMODORE FORCE. Christmas is here yet again, a time of presents, food, relatives and bad films. I met Santa the other day — he kept following me around asking for my autograph! In the end I just had to tell him, 'Look Claus, get on yer sledge and go home'. I dunno, that bloke can't tell a joystick from a piece of tinsel, and his reindeer are just as mindless. There they were, Prancer, Dancer and Adolph (or whatever his name is) all sitting around not caring about delivering presents. I've gone off Santa, and I'm gonna stuff my chimney full of Semtex to prove it. Immense amounts of games will be sold this yuletide, so forget *Mary Poppins*, get working on those tips! The following pages are stuffed with enough festive frolics see you through the queens speech, but let's make next issue even better!



STEG THE SLUG

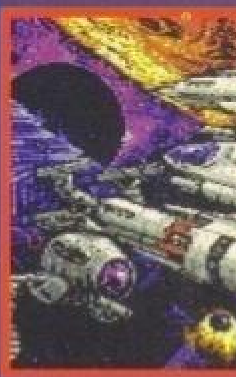
● CodeMasters

To skip levels enter **POSH MOTOR** as a password and press F1 to skip each stage. **Luke Croll** from **Kent** informed me of that one. Richard Beckett is another slimey slug devote and he knows where the bonus levels are.

Level 1	Bottom right corner of the section withwith the nest in it.
Level 4	Left of nest.
Level 5	Go right and down until you get blocked off by pipes and it's on the right wall.
Level 6	Right side of nest.
Level 7	Right corner of the wall you start on.

SUPER SPACE INVADERS

● Domark



A thumping good game, and always worth loading up. I'd like to thank the sender for the following tips, but their name eludes me — whether the person didn't include one or the gremlins here at Force HQ nabbed it I'll never know. Cheers to whoever.

CHEAT

When you're about to die, tap the space bar and activate the second player, then swap joysticks (or pause and change ports) You now have 3 fresh lives.

GENERAL TIPS

Pick a dull colour scheme when selecting a level, it's harder to play on a brighter background.

When you get shields, fire at them. The shields will be forced into the alien's line of flight and destroy them all.

For the end of level guards keep moving and keep to the edges of the playing area. Remember, take your time. Each have their own attack pattern, so keep 'em peeled and work out what it is.

If you can, always shoot the pyramid.

THE PADS

Red	Smart bomb, kills most aliens on screen
Green	Shields
Yellow	Increase fire power
Blue	Gives one extra shield
Grey	Freeze aliens

HEAD OVER HEELS

● Hit Squad

Australia's a nice place. **Adam Pedley-Smith** lives there and he's begging me for an Action Replay cartridge. Well you're not having one chum, but I'll print the *Head Over Heels* cheat you sent in!

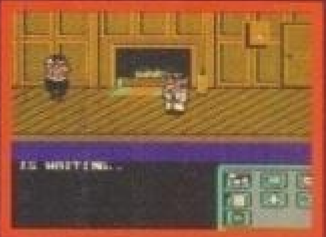
Take Head into Heels' cell and position him in one corner by the dividing wall. Now take Heels and go get the bag. Instead of using it to continue, go back to the cell room. Place Heels by the dividing wall directly opposite Head. Now make Heels jump. While he is still in the air quickly swap to Head and then back to Heels and make him jump again. Even though he is in mid-air, he will jump. Do the swapping technique again and Heels will jump over the dividing wall where he can join with Head.

DETECTIVE

● Grandslam Video

Top sleuth **Isaac Hudson-Gool** from **London** has some cunning info on this brilliant whodunnit.

The secret passage in the kitchen is in the wall near the sink, just keep clicking on the magnifying glass and nudging the detective along until you find it. To open the locket use the screwdriver from the cellar (via kitchen secret passage). The secret passages in the bedrooms are found in the walls next to their doors. 101 Detective Stories is in the bookcase in the library. Examine it and type in the book title.

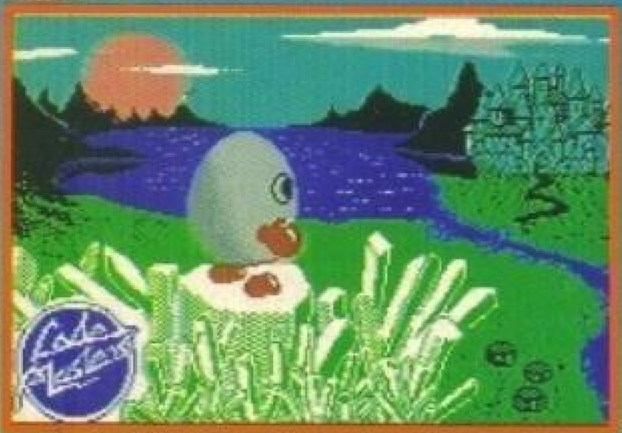


SILKWORM

● The Sales Curve

Richard also included a tip for *Silkworm*. Start a two player game but only start player two when player one is dead.
Twice as many lives are now under your belt. Scorcher!

DIZZY™ DEALINGS



Of all the games for which I get tips requests, the *Dizzy* titles rate among the highest. At last, here's a hack to stop you down trodden wheatflakes complaining — David Houston presents a slick listing covering all the Dizzy games! Type in the master program and save it. Each time you want to cheat simply load it and add the extra data lines for the chosen game. Run the program and, when you're told, load the game.

MASTER PROGRAM

```
0 REM *** DIZZY CHEATS ***
1 REM *** BY DAVID HOUSTON ***
2 FOR X = 512 TO 580: READ Y: C=C+Y : POKE X, Y: NEXT
3 IF C<>7483 THEN PRINT "DATA ERROR":END
4 READ Y : IF Y = -1 THEN POKE 157,128: SYS 512
5 POKE X,Y:X=X+1:GOTO 4
10 DATA 032, 044, 247, 056, 169, 016, 141, 062
11 DATA 003, 169, 017, 141, 064, 003, 032, 108
12 DATA 245, 169, 032, 141, 068, 017, 169, 057
13 DATA 141, 069, 017, 169, 002, 141, 070, 017
14 DATA 162, 255, 189, 193, 016, 157, 193, 002
15 DATA 202, 208, 247, 162, 033, 189, 159, 016
16 DATA 157, 159, 002, 202, 208, 247, 076, 120
17 DATA 003, 072, 206, 032, 208, 032, 069, 002
18 DATA 104, 044, 013, 220, 096
```

DIZZY COLLECTION

Dizzy (infy lives)

```
20 DATA 169, 173, 141, 253, 045, 141, 070, 062
21 DATA 096, -1
```

Fast Food Dizzy (infy lives)

```
20 DATA 169, 173, 141, 119, 069, 096, -1
```

Treasure Island Dizzy (Dizzy Collection, infy lives)

```
20 DATA 169, 173, 141, 189, 044, 169, 117, 141
21 DATA 049, 045, 169, 045, 141, 050, 045, 096, -1
```

Treasure Island Dizzy (Original, infy lives)

```
20 DATA 169, 134, 141, 167, 044, 141, 026, 045
21 DATA 169, 045, 141, 168, 044, 141, 027, 045
22 DATA 096, -1
```

Fantasy World Dizzy (infy lives)

```
20 DATA 169, 173, 141, 180, 037, 169, 014, 141
21 DATA 120, 037, 169, 007, 141, 127, 037, 169
22 DATA 000, 141, 134, 037, 096, -1
```

Magicland Dizzy (infy lives)

```
20 DATA 169, 173, 141, 132, 038, 141, 051, 054
21 DATA 096, -1
```

TIP OF THE MONTH!
CART WINNER!

The winner of Datel's supertastic Action Replay Mk VI Cart is... (cue thumping fanfare) **David Houston** from **Knottingley, West Yorks** for giving us this right smart cheat. Congratulationals David.

DIZZY'S EXCELLENT ADVENTURES

Panic Dizzy (one object per level)

```
20 DATA 169, 080, 141, 080, 004, 169, 002, 141
21 DATA 081, 004, 096, 162, 000, 169, 001, 157
22 DATA 222, 054, 169, 000, 157, 223, 054, 232
23 DATA 232, 224, 040, 208, 240, 162, 000, 169
24 DATA 234, 157, 036, 048, 232, 224, 008, 208
25 DATA 246, 076, 016, 008, -1
```

Dizzy Down The Rapids (infy lives and bullets)

```
20 DATA 169, 080, 141, 030, 009, 169, 002, 141
21 DATA 031, 009, 096, 169, 000, 141, 126, 127
22 DATA 141, 150, 145, 076, 027, 008, 096, -1
```

Dizzy Prince Of The Yolkfolk (infy lives)

```
20 DATA 169, 173, 141, 123, 036, 141, 091. 047
21 DATA 096, -1
```

Kwik Snax (infy lives)

```
20 DATA 169, 173, 141, 245, 146, 096, -1
```

Bubble Dizzy (Infy lives)

```
20 DATA 169, 173, 141, 062, 102, 096, -1
```

Spellbound Dizzy (joystick control)

```
20 DATA 169, 001, 141, 200, 080, 169, 012, 141
21 DATA 213, 080, 141, 223, 080, 141, 233, 080
22 DATA 169, 004, 141, 216, 080, 169, 008, 141
23 DATA 226, 080, 169, 016, 141, 236, 080, 096, -1
```

Spellbound Dizzy (infy lives)

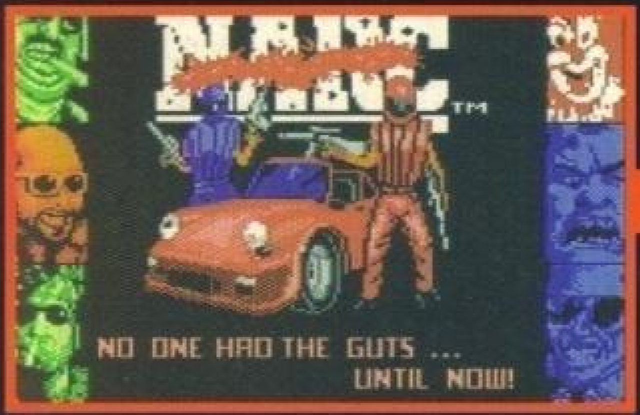
```
20 DATA 169, 173, 141, 196, 032, 141, 196, 047
21 DATA 141, 083, 055, 096, -1
```

CAPTAIN DYNAMO

● **CodeMasters**

These retired superhero tips come courtesy of top tipper, **Richard Beckett**.

1. The circular bouncers are a real pain — the best way to get out is to try and move in the opposite direction to the way you want — sounds daft, but it works.
2. Jump onto the sticky floors, this saves time as there's less distance to walk on it.
3. You have infinite time, so don't rush.
4. On the longer disappearing platforms, walk onto them just before they appear.
5. When jumping on a spring, jump straight up so you know where to land next time and don't fall too far.
6. Not all the diamonds have to be collected to complete a level.
7. Walk the opposite way on a conveyor belt to stop moving and jump along it if you want to move in the other direction.
8. Walk through the crushers just after they've moved.
9. To use a lift, stand below it and jump up onto it. Hold down fire to be carried along.
10. To jump up from one vanishing platform to another, only jump when the one above has just vanished, you should land on it just as it reappears.
11. If you've an Action Replay cartridge *sprite killer* can be useful, but spikes and water can still harm you.
12. On springboards, hold down fire to do a small jump.
13. The shaking red and white baddies can't be killed.



16750
CREDITS: 2
51
3500

NARC

● Hit Squad

Here's another tip guide from down under, this time from **Lachlan Smith** from **Marton, New Zealand**. Much appreciated Lachlan, and as requested I'll print away!

THE CHEAT

Select player 2 (red) and hold down the Commodore key. This keeps you jumping up and down making it really hard for the bad guys to kill you, so use it throughout the entire game. Occasionally you'll get hit but you'll lose a lot less energy

THE BAD GUYS

Henchmen: The most common enemy. Shoot lots of bullets. One shot is needed for the kill.
Spike Rush: Tall guy who throws energy sapping hypodermic needles. One shot to kill.
Joe Rockhead: Muscular gent with a bad attitude. Enjoys chucking rocks at *NARC* agents. Requires multiple hits.
Kinky Pinky: A deranged pink clown. Wields a mean knife and likes kidnapping young girls (I'll bet). A gunful of bullets for this chap.
Sgt. Skyhigh: A fast runner who fires masses of bullets. Get one shot in and he's no more.
HQ Posse: Usually attack in groups of three or four, running straight at you. One hit to kill.
Mr Big: The originally named leader of KRAK. One mean human who attacks from a wheel chair with a disembodied head that fires flames. A big mass of hits required for the kill.

LEVEL 1

As soon as you start, go to the top of the screen. Most of the henchmen walk into your bullets before they get a chance to fire back. If you get a group don't try to shoot them all, you'll just get shot. Instead duck and fire a missile, scattering those limbs. Make tons of arrests by standing at the doors, but don't dawdle as henchmen approach gagging for a fight. Pick up the safe card then duck and blast the rottweilers. When back outside duck and shoot the men behind you. Carry on, then exit the level.

LEVEL 2

Don't worry about destroying the Clandestine Drugs Lab, concentrate on Spike Rush. Dodge the needles he throws and you'll be fine. Outside, get extra points by blasting the helicopter with a missile.

LEVEL 3

This level is quite hard but if you use the jumping cheat it becomes easier. Leap in the car and drive to the top of the screen. Keep shooting and run over the henchmen. Don't worry if you miss as the rear of the car will get them. You should be able to leave the Joe Rockheads behind, if one does get in front blast with a missile because you can't run them over. Stay clear of the mines, leap out of the car at the end to reach...

LEVEL 4

It's a good idea to use the cheat on this level as the Kinky Pinkies are hard to put away. Save the girlies if you want to (I always do)

In the first room, use the cheat and the Pinkies won't get you. Collect the drugs by jumping on them. No safe card.

The second room contains loads of cash to be picked up. If dogs appear fill them with lead.

The third room's full of Joe Rockheads, so use the cheat and pick up the objects. Jump left into the locked door and you'll barge your way through it.

LEVEL 5

On this level the cheat works really well — when you jump you tend to fly across screen like a bird. Sgt. Skyhigh attacks by sprinting across the screen firing bullets. Walk/jump right and go in. Collect the cannabis plants for extra points, but be warned, many are trapped with mines. Get the safe card by shooting the Sgt. Skyhighs. Eventually you'll get the card and exit.

LEVEL 6

Bounce right, avoiding bullets and you encounter HQ Posse. Instead of leaving the level, stay there for ages. Blasting the Posse and collecting his evidence scores loads of points. Keep going to get five extra lives before lleaving the level.

LEVEL 7

The final level. Walk/bounce right and meet Mr Big in his wheelchair, then launch a missile to make him crawl away. Go through a door and you'll see Mr. Big coughing up big fireballs — stand at the top of the room and keep the Commodore key held down, letting fly missiles and bullets. Biggies firepower changes to red bouncy-things while he himself turns into a skull and explodes! Pick up the safe card and you'll be transported to a secret room where gold bars await.

TURBO TORTOISE

● CodeMasters

Aaron Seddon is a **Wigan** lad and he's spent a good few hours compiling this guardian guide for Codie's remarkable reptilian rogue.

■ LEVEL 1 PREHISTORIC

As you approach the Gorilla you'll see two platforms on either side of him. Jump on the left-hand platform. When the gorilla's fired a yellow ball, jump to the ground and wait until he fires twice. Jump and shoot at his head once, get back on the platform and repeat until dead.

■ LEVEL 2 ICE AGE

When you reach this monster stand still until it stops above you. Run left or right, and when it lands jump and shoot. Repeat this process, keeping off the platforms and blasting each time it lands.

■ LEVEL 3 EGYPTIAN

This Rabbit mutation is a bit tricky. Stand on the edge, face right and as it comes up jump on his head and dart to the left platform. When it goes down, run to the edge and repeat. Don't shoot as you'll find it harder.

■ LEVEL 4 MEDIEVAL

The floor dips where the knight's stood. Wait until he jumps, then run right and wait again. When he lands get on the little ledge and shoot his head. Leave the ledge rather quickly or a large axe will head your way. Continue this violent process 'till he's no more.

■ LEVEL 5 20TH CENTURY ZONE

Four platforms and a man carrying a hammer are here (no, please, not the man with the hammer!). Position yourself under the bottom platform on the right. Once the bad guy's been on and off, jump on it yourself. When he reaches the floor shoot once when he stops flashing and repeat the performance.

■ LEVEL 6 FUTURE ZONE

On this level you'll meet a man who wants to destroy you (how civil). Jump on the left platform, shoot him in the head and leap to the second platform. Jump on his head when close, run right and repeat the technique from the other side. Five shots later and you've won!

NINJA WARRIORS

● The Sales Curve

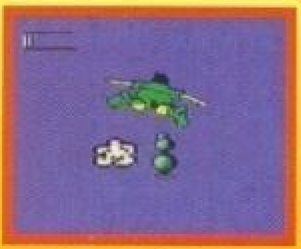
Well stone the crows, joystick junkie **Richard Beckett** has another cheat, a simple yet effective *Ninja Warriors* beater.

On the level loading screen hold down the following keys: O P @ > RETURN and joystick fire button in Port Two. The message 'Kylie is wonderful' appears and infinite energy is ready and waiting.

A COMPLETE LEVEL GUIDE HOOK

An epic 84% blast reviewed this very ish, our exclusive guide to Ocean's *Hook* will solve all your Peter Pan platform problems (and who are you calling a fairy, pal?).

■ FLYING



Collect the balloons (but not the dynamite) and keep clear of the clouds. Sound easy? Well it is!

■ PIRATE FOREST

Avoid the floating yoga-men who severely drain energy, and look before you leap. Collect enough thimbles and find Tink. If any pirates annoy you, fling her out.

■ GHOST MINE

Stay clear of the grey ghosts (hard because they follow you). When you find treasure using the detector, crouch down and press fire to make it appear.

■ SUNKEN CITY

Get oxygen by touching the rock ceilings. It doesn't matter if you swim by the fish, they do little to your energy. The clock can be found at the very bottom-right on the sea bed.

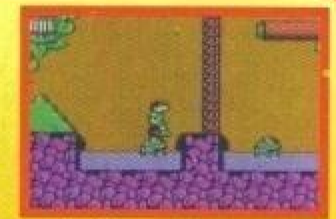
■ NEVER TREE

Dunk the basketballs for extra points, and get plenty of marbles before leaping on the magic dust. Bees fly at poor Pete so try to lose them quick, or suffer.

■ RUFIO FIGHT

The winner is the first to cut the others shirt off.
Press fire repeatedly and keep advancing. Stay back when Ruff crouches down.

■ LAGOON

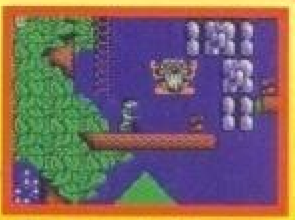


Similar to Pirate Forest, but with more pirates! The turtles are used as stepping stones and move in a repeated pattern. Know this pattern before taking a jump or a dip in the water is the end result.

■ MARINE WORLD

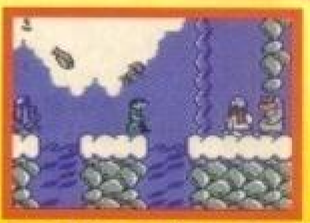
Steer clear of exploding barrels and shaded ripples of water, which slow you down. Pan is unable to swim with empty lungs so keep filling up with air. The oysters only open when you're at a distance, when they do,.get them! To exit the level simply swim to the surface.

■ WOOD LAND



Collect the food when low on energy and, believe me, you'll need it. Those floating pink men can cause serious grief so time jumps to perfection. Try to complete the level in a circle thus avoiding doubling back.

■ WINTER LAND



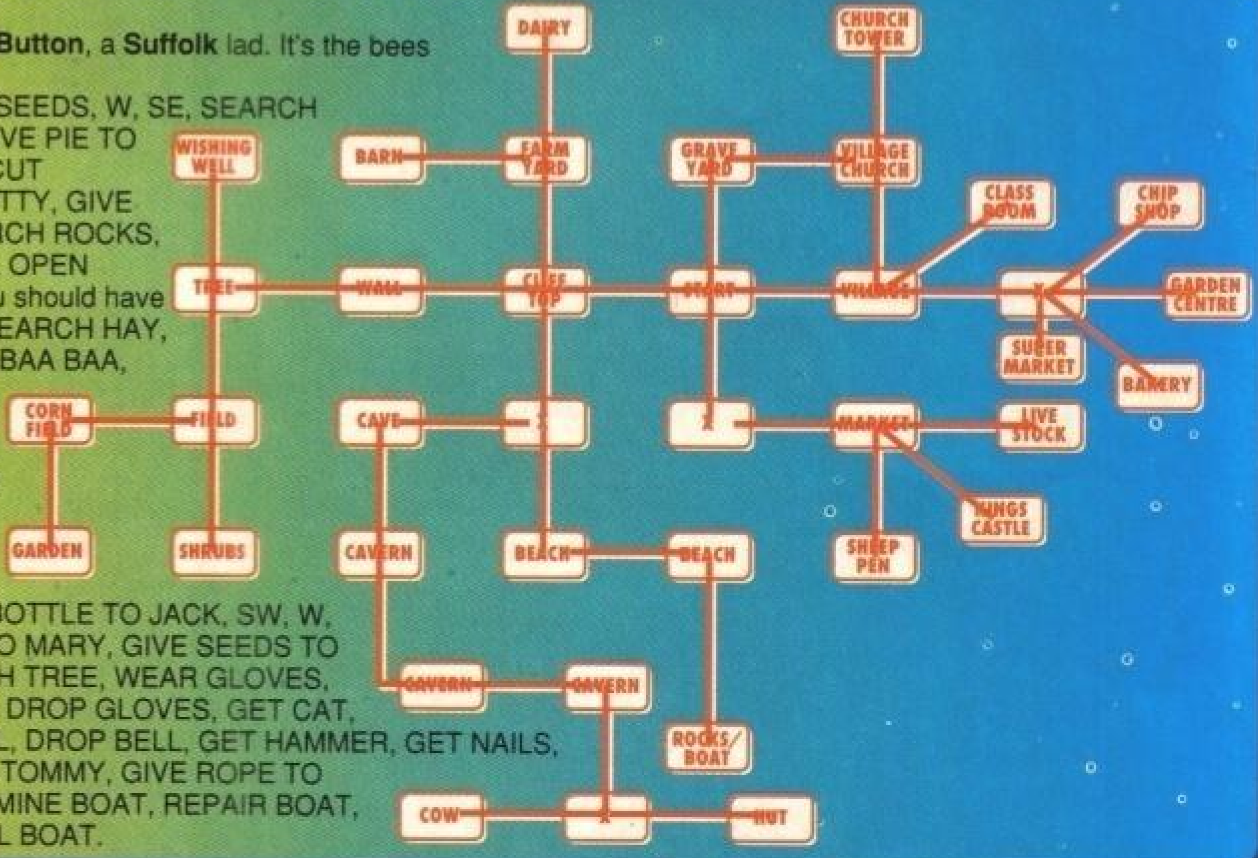
You need Tink to get past the abominable snowman, so don't abuse her. Penguins toddle about and are hard to get past, use the long way around to avoid them. A small wall also appears, simply push it to get by.

THE CASE OF THE MIXED-UP SHYMER

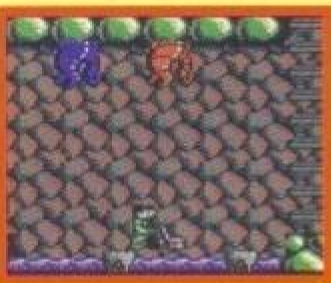
● Atlas Software

Adventure time now! This solution was submitted by **J Button**, a **Suffolk** lad. It's the bees knees, Master Button — cheers!

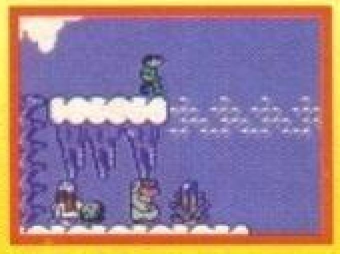
From the start go E, E, E, SEARCH DISPLAY, GET SEEDS, W, SE, SEARCH COUNTER, GET PIE, NW, W, NE, TALK TO JACK, GIVE PIE TO JACK, GET SCISSORS, SW, W, N, TALK TO LUCY, CUT POCKET, DROP SCISSORS, S, W, N, N, TALK TO KITTY, GIVE POCKET TO KITTY, GET KEY, S, S, D, D, E, S, SEARCH ROCKS, GET CASE, N, W, U, U, W, W, S, S, TALK TO WILLIE, OPEN CASE, GET NIGHTIE, GIVE NIGHTIE TO WILLIE (You should have a lantern), L, GET TOOTHBRUSH, N, N, E, E, N, W, SEARCH HAY, GET TIN, E, S, E, S, E, S, TALK TO BAA BAA, PAINT BAA BAA, DROP CASE, TIN AND TOOTHBRUSH, N, E, TALK TO FARMER, GIVE KEY TO FARMER, E, GET WOOD, W, W, N, W, W, EXAMINE MATTRESS, GET SPRINGS, E, D, W, S, E, S, W, EXAMINE COW, GIVE SPRINGS TO COW, GET BELL, E, E, SEARCH TABLE, GET BOTTLE, LOOK UNDER BED, GET ROPE, SEARCH LOGS, SAW WOOD, DROP SAW, W, N, W, N, E, U, E, E, E, NE, TALK TO JACK, GIVE BOTTLE TO JACK, SW, W, W, W, W, W, S, S, DROP LANTERN, N, W, S, TALK TO MARY, GIVE SEEDS TO MARY, GET GLOVES, N, E, N, CLIMB TREE, SEARCH TREE, WEAR GLOVES, GET SPIDER, D, S, W, CLIMB TREE, DROP SPIDER, DROP GLOVES, GET CAT, D, GET BOWL, E, N, N, S, E, E, E, E, N, U, RING BELL, DROP BELL, GET HAMMER, GET NAILS, PUT NAILS IN BOWL, D, S, W, W, W, W, N, TALK TO TOMMY, GIVE ROPE TO TOMMY, S, E, E, TALK TO HUMPTY, D, D, E, S, EXAMINE BOAT, REPAIR BOAT, DROP EVERYTHING (except cat), ENTER BOAT, SAIL BOAT.



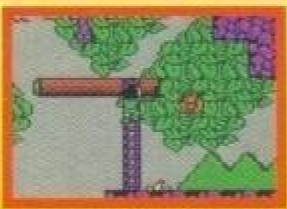
■ PIRATE TOMB
Free the captive kid by collecting stacks of cakes and walk up to the ghost captor. The horn is at the bottom left of the level.



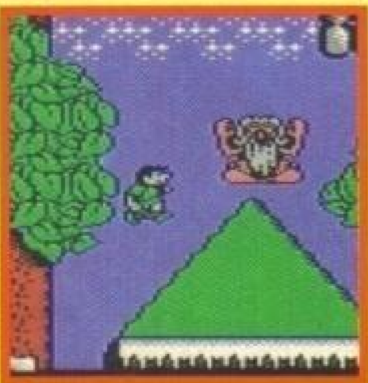
■ SNOW PEAKS
Tink proves very useful here, but use her sparingly and mind the eskimos. Layers of pixie dust stream around platforms but marbles are more difficult to come by. Therefore restrain yourself from unnecessary leaping.



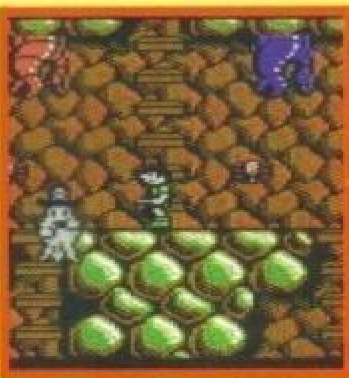
■ INLAND LAGOON
Jumping over baddies can often be easier than fighting them. As long as you don't rush, this level's a piece of pirate.



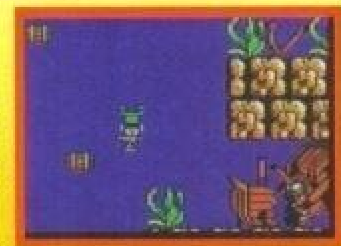
■ PIRATE JUNGLE
There's lots to collect, so search high and low. Snakes hide out in the trees, so be ready to duck if one takes you by surprise.



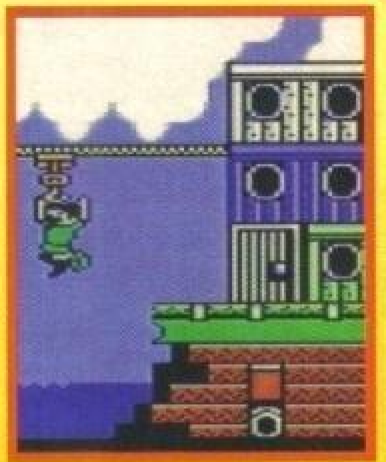
■ SKULL CAVERN
Grey ghosts cause severe energy loss, avoid them! Watch out for the spiders too, they have a certain pattern of attack, which works well!



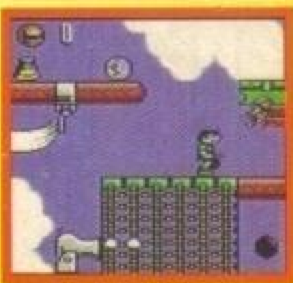
■ HOOKS COVE
The tooth is on the sea bed. Remember the air pockets and reach the anvil for an express elevator down.

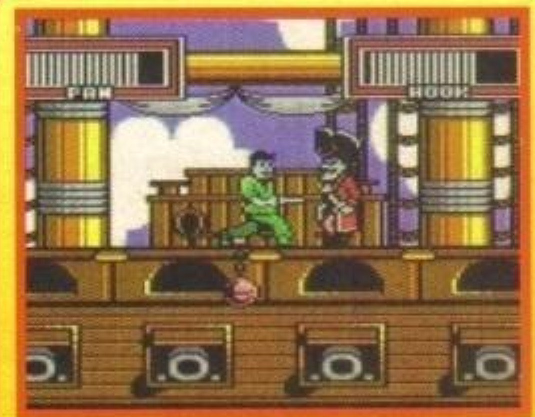


■ PIRATE TOWN
The pirates each have a blunderbus, duck if a load of lead is blasted your way. Tread on the soap before grabbing the pulley to whizz straight across. Only get the torch *after* positioning the barrel for the jump. The best place for the barrel is just left of the cabin (next to the pulley). This is one of the toughest levels so watch everything, constantly!



■ HOOK TOWN
Time all leaps carefully and make sure you duck the cannonballs. Jump left on the barrel to reach objects higher up. The exit is located far right.



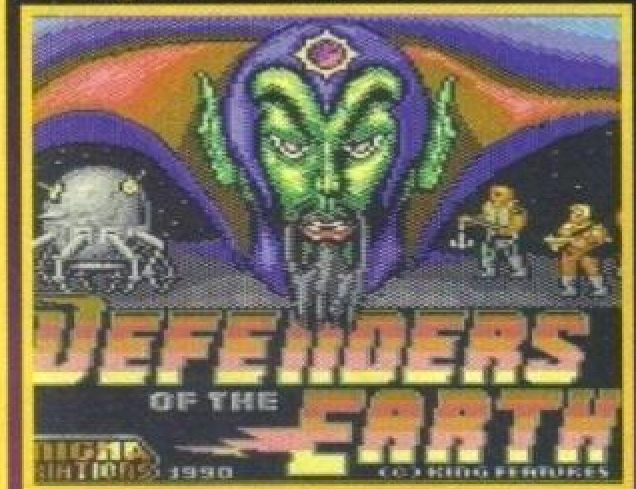


■ HOOK'S SHIP
Don't worry if your ankle gets chained, just stand still and press fire. Hook's attack is highly similar to Rufio's, persist with that sword and wallop the Captain overboard (and you did all that in a green pair of tights).

HOOK
START
CONTINUE
HI-SCORE
MUSIC
PLAYER 1

DEFENDERS OF THE EARTH

● Enigma Variations



Here's a *Defenders of the Earth* solution and infy lives listing from **Dai John, Pembroke, Dyfed Wales.**

R= right, L= left, DR= door

From beginning; R, R, R, DR, call Phantom, DR (once opened), get gun, L, DR, enter other door, R, R, collect extra life, R, DR, L, L, collect gun, R, call Zuffy, DR (once opened), R, R, kill spider (fire repeatedly whilst jumping the bullets) R, R, DR, L, L, collect gun, DR, R, R, R, R, R, call Lother, DR (once open), R, collect shield, DR, L, L, L, call Phantom, DR (once opened), L, kill Dragon (fire repeatedly, duck to avoid the bullets and jump or shoot the tanks).

L, DR, R, R, call Mandrake (once hole is filled), R, DR, R, R, collect extra life, R, call Lother, DR, (once opened), L, L, call Mandrake (once hole is filled), L, then prepare to meet Slimy head. The best way to dispose of Ming is to stay to the right of the screen and fire repeatedly at his head, jumping the bullets as they appear. Once he's disposed of, jump the hole and enter the door to the left to complete the game.

```
0 REM DOTE cheat by Dai John
1 FOR X=516 TO 541: READ Y: C=C+Y: POKE
X, Y: NEXT
2 IF C<>2827 THEN PRINT "DATA ERROR":
END
3 POKE 157, 128, SYS 516
4 DATA 032, 086, 245, 169, 019, 141, 207, 003
5 DATA 206, 208, 003, 096, 078, 077, 080, 169
6 DATA 173, 141, 122, 069, 141, 023, 036, 076
7 DATA 230, 003
```

TIP-BITS

Humberside is home to **Andy Page** and he's sent me a couple of tip-bits. Nice going Andy. Fame and fortune will now sweep you off your feet (then again, perhaps not…).

BLUE BARON

● Alternative

LEVEL CODES

L3	—	Cool
L5	—	Pets
L7	—	Wilf
L8	—	Good
L9	—	Game
L11	—	Lost
L12	—	June

TERMINAL CITY

● Public Domain

When hordes of enemies are swarming, hold down fire and press space bar. As if by magic, you become invincible.

TIPS CLINIC

Accidents can be serious, even fatal, but being bewildered by a game is the worst mishap of all. One minute you're there, quietly plodding away on your latest software addition and then, you're rolling around with violent convulsions, shouting abuse and smashing joysticks. Instead of getting rushed to casualty, pay a visit to the tips clinic. I don't bother sterilising instruments or administering anaesthetics, I get right in with a peripheral and see what needs stitching.

Several customers are in the waiting room all looking a bit sorry for themselves, the first one being **Jason Mearns** from **Ballinteer, Dublin**. He's having trouble with *Wonderboy* and wants a non-cartridge cheat. Well, the powers-that-be have entrusted me with a listing, and by jove it's a good 'un.

```
1 FOR I=512 TO 562:READ
A:POKE I,A:C=C+A:NEXT I:IF
C=5325 THEN SYS 520
2 PRINT"ERROR IN DATA"
3 DATA 169, 44, 141, 116,
10, 76, 0, 1, 169, 40, 141, 40,
3, 169, 2, 141, 41, 3, 198, 157,
169, 0, 162
4 DATA 1, 168, 32, 186,
255, 32, 189, 255, 32, 213,
255, 14, 217, 2, 76, 81, 3, 169, 49,
141, 159, 2
5 DATA 169, 234,141, 160, 2, 96
```

A couple of people wanted help with *Five On A Treasure Island*. Can do...

Give the ice's (from the shop) to George to befriend her. Before going on the island get the rope from the shed, a large surplus of food and drink, the matches from the bedroom, the batteries from aunt Fannies room, the torch from the dark room and the gloves from the cook. Switch on the wireless and talk to the cook to get the gloves from her. Become George when in the boat because only she alone can land the boat safely. When on the island tie up the boat with the rope. When Timmy gets lost in the bushes (sounds dodgy) use the gloves to clear a way through.

Lashings and lashings of thanks to Matt Johnson for that one.

- **Damian Steele** has answers for struggling Patrick Langen who couldn't get up the stairs in *Treasure Island Dizzy*. Well Patrick, Dizzy can't get up the stairs 'cos he doesn't need to! Deary me. **Michael 'Horror' Conor** can cure **Tim Harding**'s problem in *Fantasy World Dizzy*. Drop the key in the den and immediately after drop the bone. Pick up the key and the message 'That should keep him busy' appears. Wondrous!.

INTENSIVE CARE

Passwords for *Agent X 2* are required by **Hassan Chagani** from **London** and **Ireland** resident **Ciaran Lennon** wants a cartridge cheat for *Chase HQ 2*. **Paul 'shut up' Blower** (?) wants infinite lives for *Ranarama*. *Barry McGuigans Boxing* and *The Cycles* are giving **James Walsh** mild headaches. If you have any cures send them in.

A D V E R T I S E M E N T

DIAL-A-TIP

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0891 445 927
AMIGA GAMETIPS
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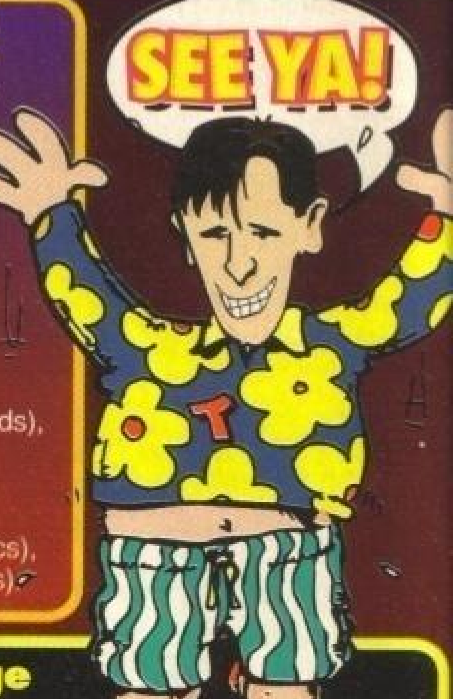
HALL OF FAME

Due to lack of space, motivation and time continuum, not everyone's hard labour can be included (aahh, never mind), but heres a summary of the readers who tried.

John Crompton (Wigan),
Andrew Burger-Seed (?) (Scotland),
Chris Murrin (Dorset),
John Kelly (London),
Aaron Seddon (Wigan),
Alan M. Turing, David Garner (W.Midlands),
David Monk, Ruth Cheesley (Dorset),
Matthew Fellingham (E-Sussex),
Daniel Hunt (Manchester),
Brian Foley (Ireland), **Tim Blackley** (Lancs),
Mrs. D. Hewitt (Norfolk), **G.I Henry** (Berks)



It's time to draw a large dark curtain over this months hallowed hints sector. A huge expression of gratitude to everyone who sent in their work, and everyone else, *do thou likewise*. Post your cheats, tips, maps, pokes and large amounts of money to me and you never know — that fabled A/R cartridge could be yours. Alas, I can't give personal replies so only include an SAE if you want your work returned. Here's the address: The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. So until next time, keep em' clean!

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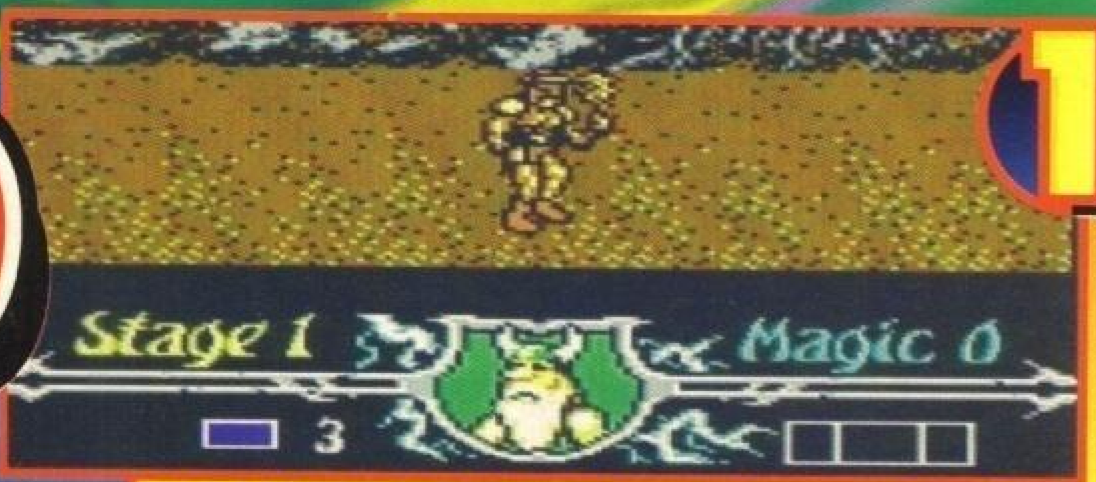

1

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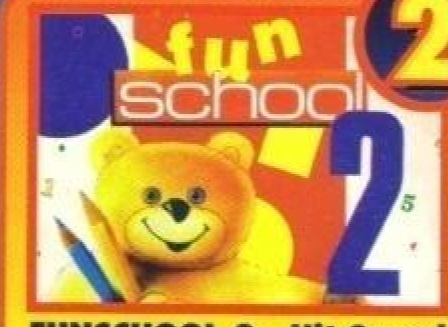

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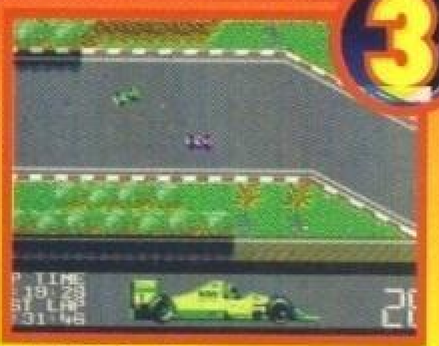

3

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ELSPA CHARTS PENGUIN
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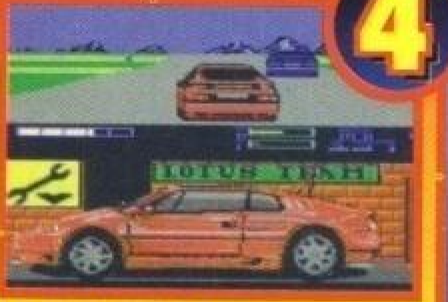
Wondering what's hot and what's not in the amazing world of C64 games? Wonder no more, 'cos here's this month's official GALLUP top 100! It's great to see so many original budget games here. Not too many surprises on the full-price front though — with one or two exceptions, they all deserve their success!



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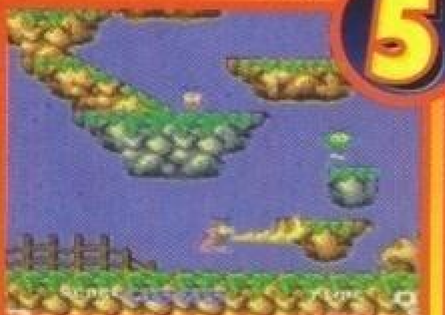
LOTUS TURBO CHALLENGE GBH £3.99



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AUGUST

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OCTOBER

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APRIL

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JUNE

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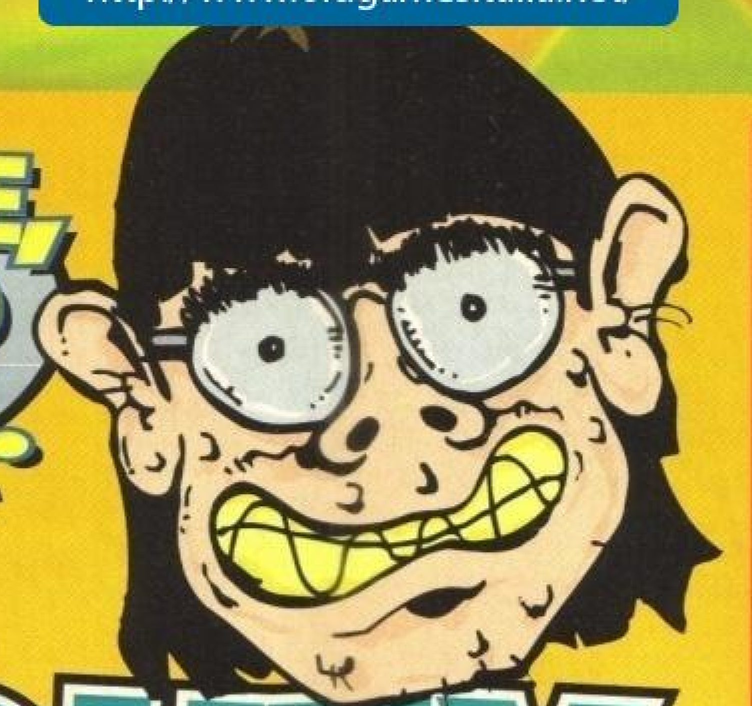


THE MIGHTY BRIAN!

Braving the exploding test tubes, sparky-dubrie-wotsits and circuitry-gadgety-thingies, COMMODORE FORCE once again explores the mad, bad and dangerous world of Brian Strain! It's a right old dirty job, but someone has to do it...

THE BETTY FORD CLINIC

Howdy Prof!
I think a techie section is a brill idea and I've got some questions for you:

1) If I get a *Star LC-10* colour printer, what sort of interface will I need and how much will it cost?

2) Using BASIC I can get eight identical sprites on-screen, but how do you get eight different sprites at once?

3) How do you make something happen while a program is loading?

4) I'd like to be able to program games software but were do I start? I only know a bit of BASIC.

5) Do you know if any utility to help enhance the language?

R Ford, somewhere in the UK.
PS May your techie section live forever!

● Isn't it wonderful to get so much praise? In strict numerical order, here are the answers:

1) The *Star LC10* came in two versions, the standard Centronics or the Commodore-ready (called the *LC10C*). You don't need an interface for the *LC10C*, but the Centronics printer needs a Centronics interface. Contact Datel Electronics on 0782 744707 and ask about the *Sprint 128* which will do the job for around £30.

2) All you need to do is design eight different sprites and write the DATA statements (I presume you know how to do that). The DATA should be in eight blocks of 63 bytes representing the eight sprites.
Use these lines to POKE the data at 12288 onwards.

```
10  FOR T=0TO7
20  FOR U=0T062
30  READY
40  POKE12288+(T*64)+U,V
50  NEXT U
60  NEXT T
```

Set up the sprite positions and colour as normal, followed by:

```
FORT=0TO7:POKE2040+T,
128+T:NEXT:POKE53269,255
```

3) To get something running while loading you use the *Break Interrupt Vector*. It's impossible to achieve in BASIC.

4) I shall say zis only vonce:
Programmers write games in machine code. Find a book in your library about machine code on the Commodore 64, there are several around.

5) There were a few, eg *Simon's Basic*, but they're difficult to get hold of nowadays.
Brian

WOLVERHAMPTON WORD PROCESSING?

Dear Sir,
I've been trying to buy a word processor, preferably either *Superscript 64* or *Word-Write version 6*. Could you give me the name of a supplier?

Also, will both versions allow me to add to the dictionary? Does the dictionary use English or American spelling?

Will they allow me to export and import text using *ASCII* and *GEOS*? And finally, which works on a *Citizen 120D+* printer?

I'd be grateful for your help.
Robert Healy, Wolverhampton.

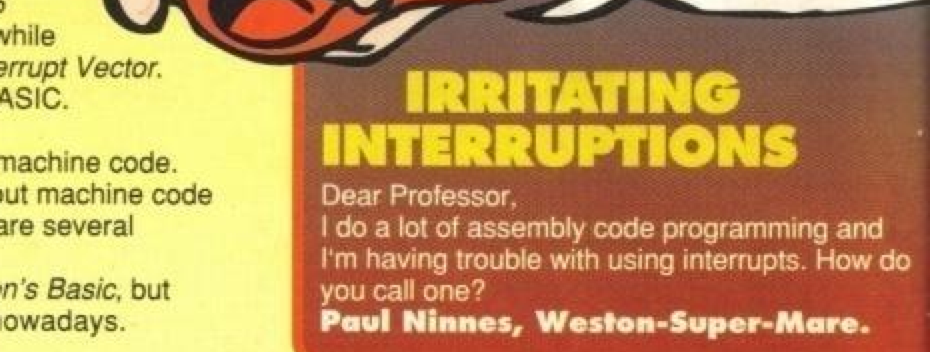
● Try AW Software of 104 Holywell Road, Lincoln LN5 9BY. Send them an SAE, as I'm sure they can import the software you mention.

As for the other points, *Word-Write*'s dictionary uses American spelling. You can add to both dictionaries, and it should be very easy to transfer text to other programs (check out GEO's *Text Grabber*), and both are 100% compatible with the *Citizen 120D+*.
Brian

KEEP IT UNDER YOUR CASSETTE!

Dear Sir,
I have a question for you. Is it possible to get an adaptor lead which changes an ordinary cassette player into a datasette?
Phillip Salter, Durrington, Sussex.
PS Keep up the good work on the brill mag.

● There used to be one, but it was very unreliable. The datasette includes special circuits which tells the computer which keys are pressed, and obviously this isn't present on an ordinary cassette. Why not check out the Turbo Datacorder in our very own Forcefield Plaza if you want a new tape deck for your 64?
Brian



IRRITATING INTERRUPTIONS

Dear Professor,
I do a lot of assembly code programming and I'm having trouble with using interrupts. How do you call one?
Paul Ninnes, Weston-Super-Mare.

ANYONE KNOW WHERE ZOETERMEER IS?

Dear Brian,
I have a couple of questions for you.

1) Is there a program that formats more tracks and sectors for the 1541 disk drive, so I can get more on my disk?
2) Which sound sampler or digitiser produces the clearest sound? And which lets you make samples to use in your own programs?
3) Is it possible to connect an IBM drive to a C64 (through an interface)?
4) Can you give me the restart SYS from *Op Wolf*?

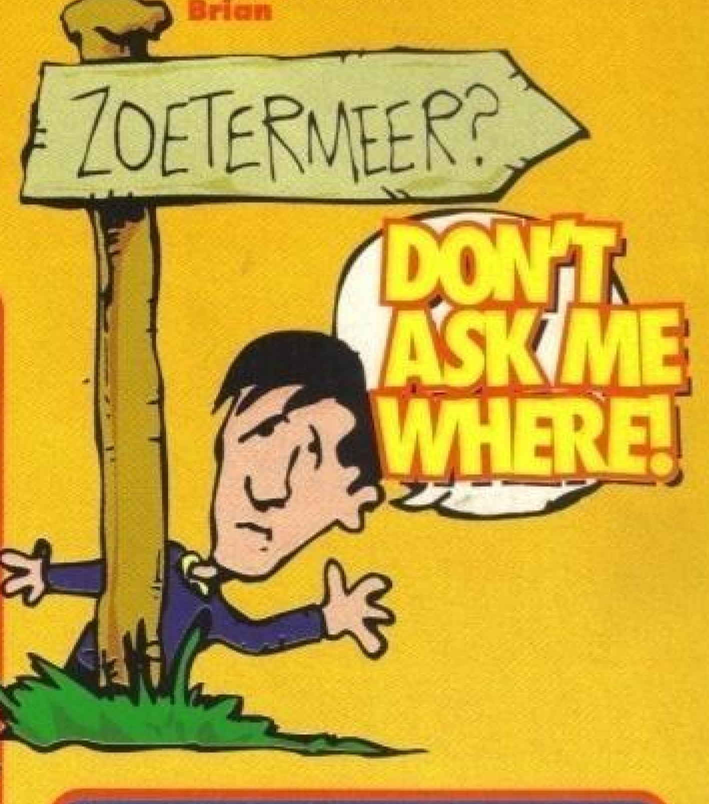
I wrote to another magazine with this sort of question, but they never replied. Let's see if Commodore Force is a better mag.

Jeremia J Schouten, Zoetermeer, The Netherlands

● Don't you just love lists of questions? Anyway, it's nice to hear from any C-FORCE reader, wherever they are!.
1) Not that I know of. Can anyone help?
2) There are three — *Commodore*'s, *Datel*'s and *Microvox*'s. All feature excellent editing facilities, but using the sounds in your own programs requires a lot of machine code.
3) You're better off sticking with Commodore disk drives, you know they'll work.
4) This is one for the tipster. Try writing to him.

And in case you're wondering, your question about sprites is covered in the letter titled 'The Betty Ford clinic'.

Brian


ZOETERMEER?
DON'T ASK ME WHERE!

SPRINTING FOR BEGINNERS

Dear Prof,
How do you get an *LC200* colour printer to operate with a C64? Do you need a short program? My father tried the *Sprint 128* interface from Datel, but couldn't get it to work. He returned it, but they sent it back with a letter saying there was nothing wrong with the unit. Also, is it possible to run the printer with the cassette deck plugged in?

C J Dickerson, Ipswich, Suffolk

● According to Datel, this is how you use the *Sprint 128*:

'One end of the interface plugs into the serial port (the one closest to the cassette port), the other into the printer. The blue plug is inserted into the cassette port. The printer now acts as a standard Commodore printer, replying to the OPEN commands as usual.'

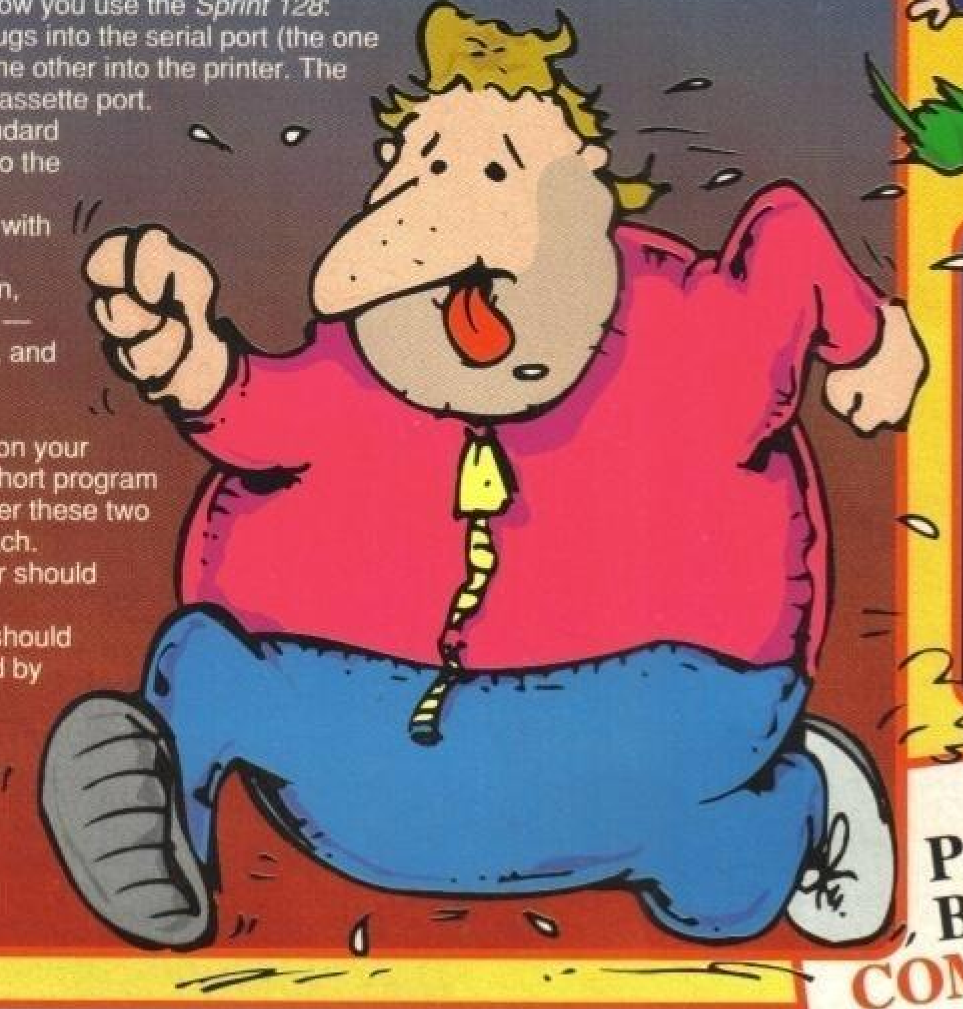
And a little advice from me; with the interface in place and the computer and printer turned on, enter this command in BASIC — **OPEN 4,4**. Now press *Return*, and type **PRINT4, "HELLO":CLOSE4**. This should print the word HELLO on your printer. If that works, enter a short program from a C64 magazine and enter these two lines, pressing *Return* after each.

OPEN4,4:CMD4 (the printer should print READY).

LIST:CLOSE4 (the printer should print out the program, followed by READY).

Now try printing something with any commercial program. If you need more help, write back and DESCRIBE EXACTLY what you did, eg 'I was using..... and tried to' etc.

Brian



● If you mean interrupts to alter the screen display or show more than eight sprites, you need Raster Interrupts. These are controlled by the VIC graphics chip.

Here's a bit of machine code that sets an interrupt to occur halfway down the screen and changes the colour of the border. Use a monitor/assembler to enter, and press *Return* at the end of each line.

```
A C000 SEI
LDA#97
STA D011
LDA #1
STA D019
STA D01A
LDA #20
STA 314
LDA #C0
STA 315
CLI
RTS
```

(Now press *Return* on it's own)

```
A C020 INC D020
LDA D011
CMP #C9
BNE C026
DEC D020
LDA #1
STA D019
JMP EA31
```

Now leave the monitor and type in this BASIC command: SYS 49152 and press *Return*. This changes a region of the border to a different colour. The section of code at C020 (which must always include the last three lines) is what does the work, and is called every 50th of a second. Clever, eh?

Brian

Next time I emerge to collect your mail, I must speak to that young Mr Shields about my picture. It's a remarkable likeness...Remember, send all your missives of mismanagement and your tantalising technical troubles to:

Professor
Brian Strain,
COMMODORE FORCE
Europress Impact
Ludlow
Shropshire
SY8 1JW

Letters will be edited before publication, and if you enclose a SAE, it will be an honour and privilege to write back to you personally. CIAO (no you can't have a pay rise — Ed).

PUBLIC SECTOR

The name's Ebus. REMI EBUS, computer programmer, Public Domain enthusiast and part-time private eye. I like a lot of strings to my bow, and at times like this a few detective skills come in handy.

Every PD buff knows you can't have a decent demo without mega music, but where do you get talented musos? And what's the connection between demo music and commercial software? Time to go under cover…

Let's have a root through my files; aha, here we are! Jereon Tel…

T — U

■ FILE NO: THX 1138 — 3263827

NAME: ....Jereon Tel

BIRTHDAY: 19-5-1972

HEIGHT:...........1.77 metres

WEIGHT: ....154 lbs

HAIR:...........................Black

EYES:.............................Two

OCCUPATION: ......Musician

Hmm… a few European sizings there, he could be hard to track down. I'll have to get some of my snouts onto it…

Three days later…

Well here I am at last, in the home of legendary computer musician Jereon Tel. Apparently he's a big noise on the Commodore scene, so that's as good a place as any to start.

■ How long have you had a C64?

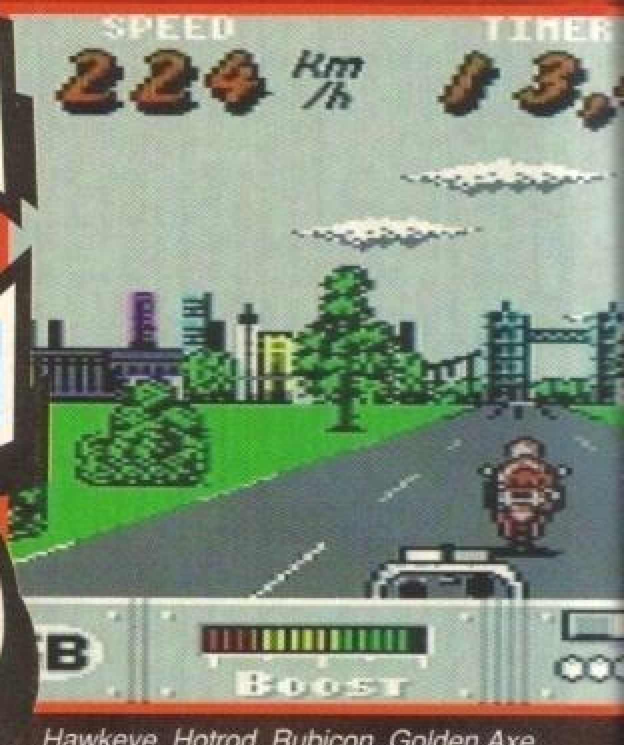
About nine years, and I've been making music on it for about seven.

■ The PD-Scene's made up of many different demo groups. Have you been in any of them?

When I started Maniacs of Noise with Charles Deene we were pretty active in the scene, but even then we wanted to make music for professional games. Maniacs of Noise is the only 'group' I've been in, but I've since founded my own 'audio-firm' called The Sonic Circle.

■ Almost everyone's heard of you as you're responsible for a lot of outstanding game music, but for the ones who don't could you name some of your biggest hits?

The most popular title I've done the music for's *Turbo Outrun*. I also did *Savage*, *Cybernoid 1 & 2*, *Hawkeye*, *Hotrod*, *Rubicon*, *Golden Axe*, *Stormlord*, *Myth*, *Outrun Europa*, *Robocop 3*, *Smash TV*, *Teenage Mutant Ninja Turtles* and loads of other tunes. As well as the C64 I also write for Amiga, PC, Gameboy, NES and SNES, Megadrive and some other consoles.



■ Impressive… so you've worked for a lot of software companies.

That's right. I've worked for Probe, Ubi-Soft, Sega, US Gold, System 3, Thalamus, Hewson (now 21st Century Entertainment), Interplay and Nintendo.

Curious disc-overy…

■ Of all those titles for which you've supplied the tunes, what's your personal favourite?

Without a doubt, *Outrun Europa*. I only had two channels to work with, but I managed to make it sound like it was four. And it's got the right spirit, suiting the game perfectly.

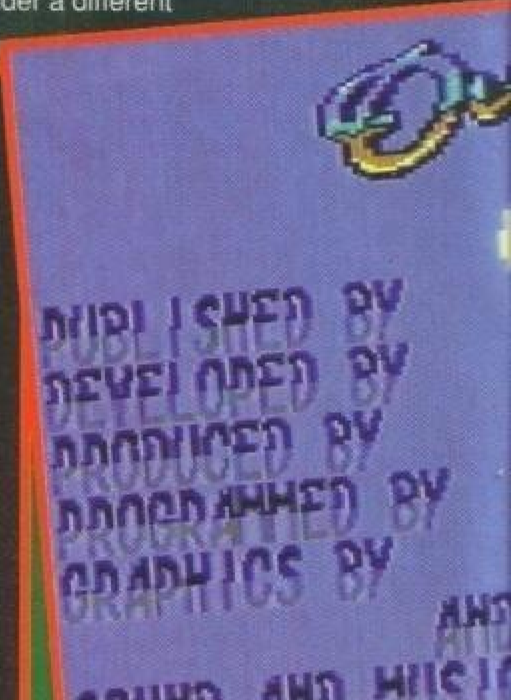
■ And what's your worst game music?

Nighthunter! I was asked to write it in three hours, which I did, but it lacks any soul or feeling. I just created a disco-rhythm and added a bassloop and melody.

■ Who are your favourite colleagues?

On the C64 it's Tim Follin, but the very best team are the guys who did the music for *Gods* on the Amiga. Did you know it was Bomb The Bass and John Foxx under a different name?

time 39
00188710
stage 01
OVERHEAT
HI



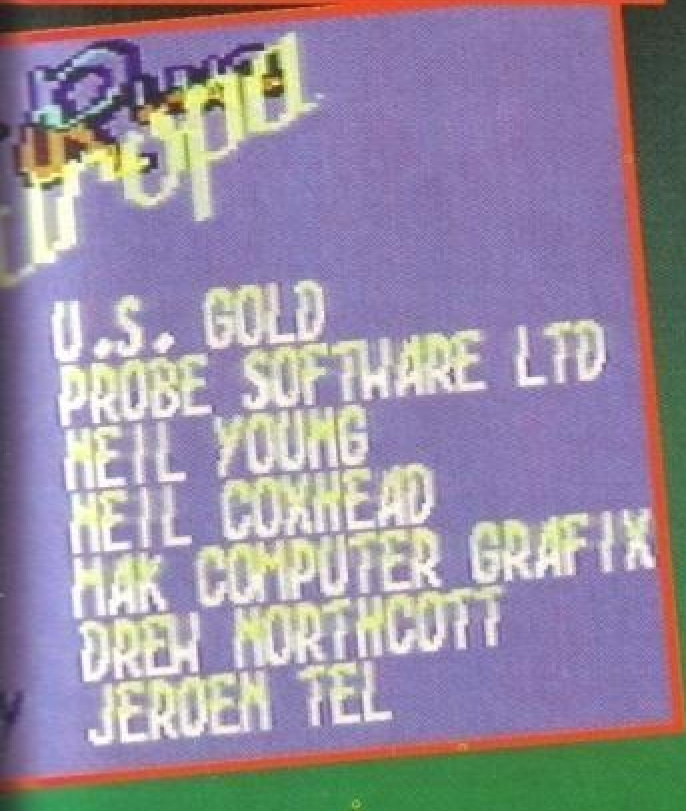
SCORE
0002300
JEL.

TURBO
OUTRUN
HIT FIRE!

No…
Well it was!

If you have any spare time, what are your hobbies?
Composing music, especially rewriting existing music to my personal taste. I also like going out with my girlfriend Helga, and watching movies, keeping an eye on the special effects and the film's music score. I also like to criticize computer music.

time 39
00188710
stage 01



U.S. GOLD
PROBE SOFTWARE LTD
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NEIL COXHEAD
MAK COMPUTER GRAFIX
DREW NORTHCOTT
JEROEN TEL

What kind of music do you like (apart from computer music of course)?
Almost everything! I like good funky music like the *Red Hot Chilli Peppers*, but I like *Toto* and *C&C Music Factory* too. I don't have any personal favourites as in my opinion every musician has their off-days. For example, I like the bass parts from most *Primus* songs but I'm not that fond of their music. I think there has to be more to a song than a simple disco beat. Music must have spirit. I think Trevor Horn's one of the best producers, and Jerry Goldsmith is THE best film soundtrack composer.

Have you any favourite computer games?
I got a playable demo of Psygnosis' *Walker* on the Amiga, and it's absolutely brilliant. If Virtual Reality gets a bit faster it'll be the ultimate game-computer for multi-player shoot 'em ups. I also like *Quazars*, which plays like a sophisticated version of *Gotcha*

TRACK it down

Apart from your own, what are your favourite game soundtracks?
On the C64, it has to be Tim Follin's music for *Ghosts 'N' Ghouls*. It's very atmospheric and very, very good. The best game music on any system's the *Gods* Amiga soundtrack by Bomb The Bass.

As you work on several systems, what's your favourite?
For musical purposes, the Super Nintendo. Some time in the future I'd like a PC with all the trimmings; a bug hard disk, Super VGA monitor, etc. etc.

What do you think of the PD-Scene and the software companies?
The scene's where you find the creative talents, the folks who always like to try out new things, while the company side of the computer's the commercialising of those talents. Some times I'd say it misuses them!

What are you currently up to?
I just got back from England, where I did some Nintendo and Sega music for Probe Software. I actually came back to Holland to plug my new CD single on the radio. I'm also working on the ultimate C64 audio editor and player, called *Audiomaniac*. I've been working on it (with Leon Van Rooy) for quite some time now, and if everything goes okay it should be finished and stocked by your local software-dealer in three months. You can do almost everything with it, it's got several new functions and everything's editable. As well as making music you can also do sound-FX with it.

To produce *Audiomaniac* we had to rewrite *Turbo Assembler* as the usual maximum 4,096 lines of code just wasn't enough. The audio-editor actually uses 9,000! Every option we could come up with is installed, and it's the only one I use for making music.

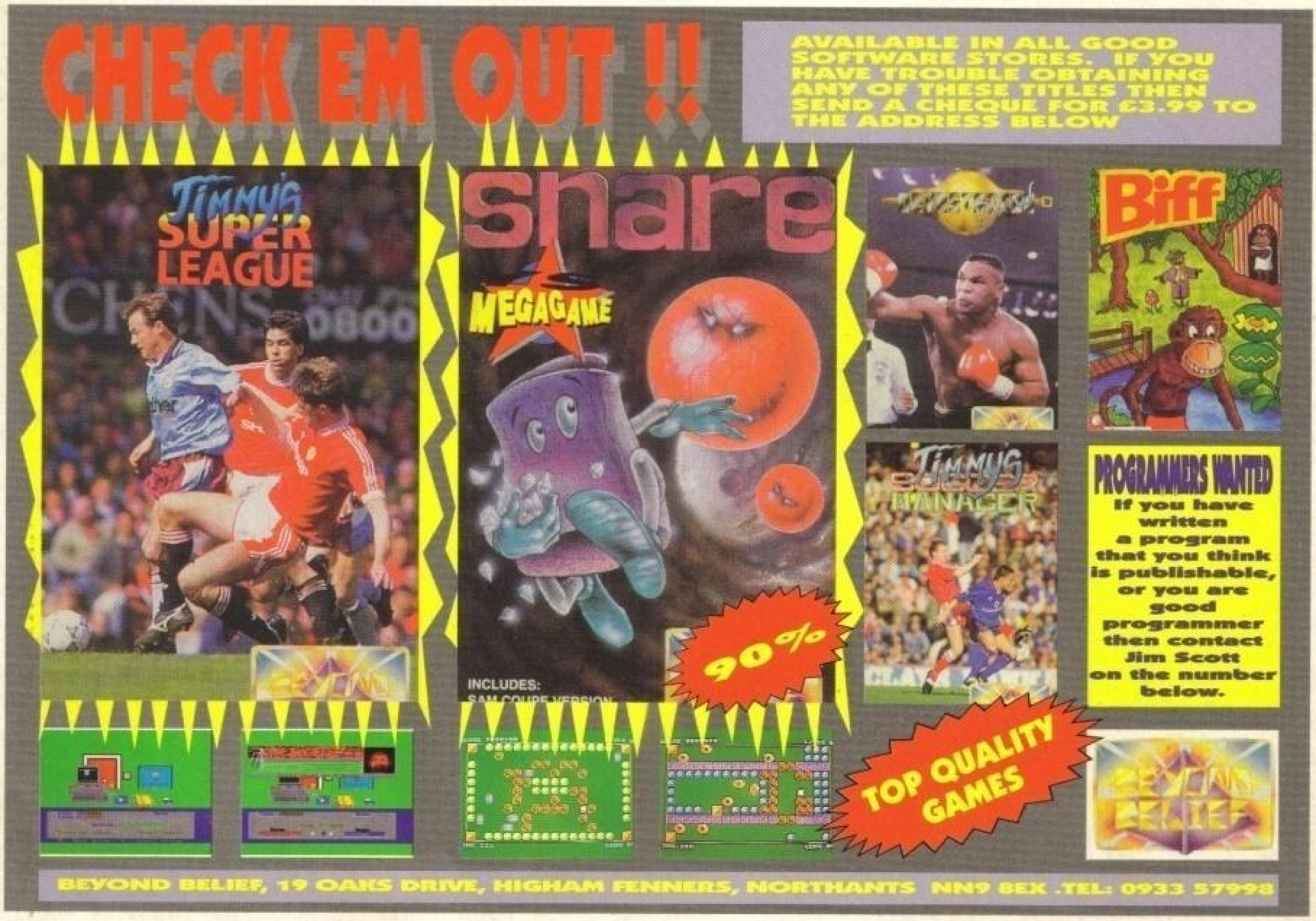
Your CD-single's called *X-Mess-House*. How did you get the idea of making a house version of Christmas tunes?
We thought it was a good idea to break down traditional 'soft' Christmas music and make something that lets the youth celebrate in their own way.

Any plans for a new CD?
Yes, certainly. We're actually working on a CD featuring my best game music, but played by a complete group on guitars and other instruments! I'll be doing music for CD-Rom and CD-I too, and also real studio music.

I hope to start a career in the music industry, composing, rewriting or making film scores, maybe producing some other musician's albums too. In the near future I'm trying to build my very own studio for audio-productions.

03
000025
000000
BOMBS
20→20

And on that note (ouch), we bring this interview to an end. Donning my trench coat (with the collar turned up at the Detective's Union-approved angle), I casually make my way to the bus station. Mr Big will pay good money for this…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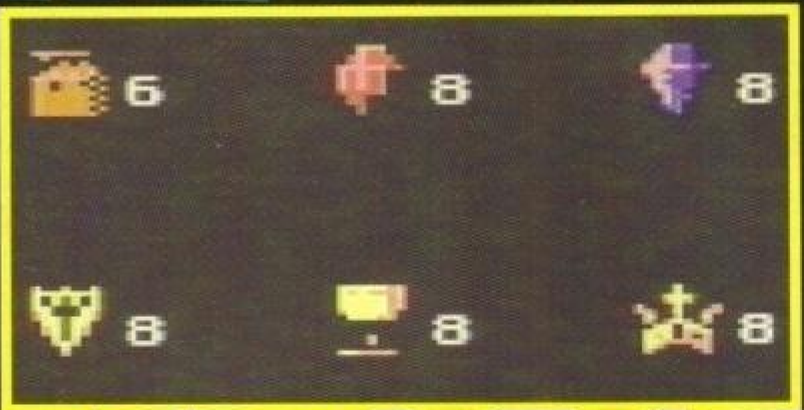
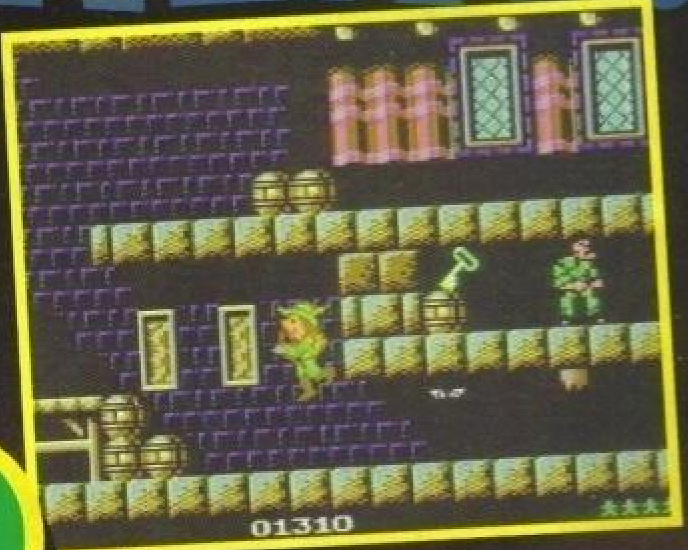
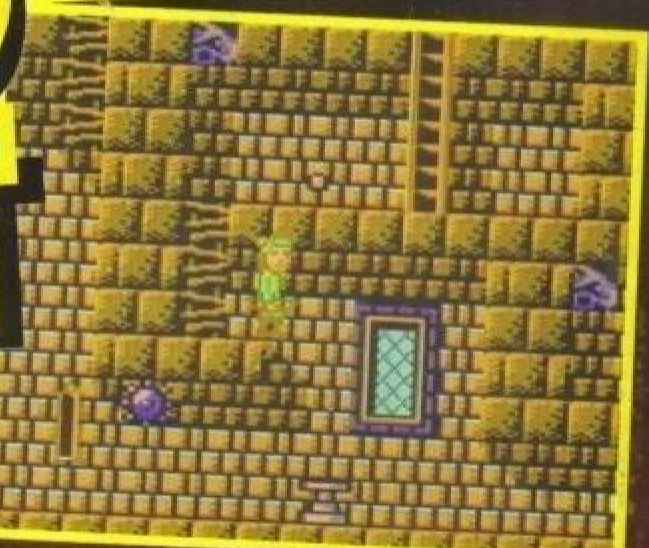
Caveman taxi drivers and medaeval villans... coming to a 20th century C64? MILES 'TIMEWARP' GUTTERY investigates...





ROBIN HOOD LEGEND QUEST

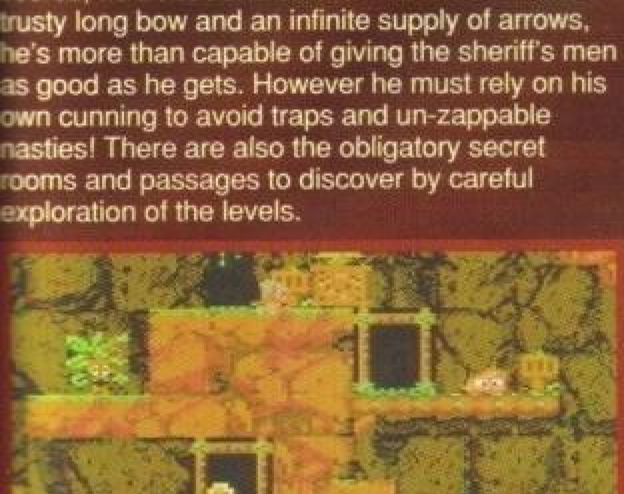


● Codemasters

Robin Hood (one of the most famous people ever to wear Lincoln green in English folklore) is coming to a Commodore 64 near you! Somewhat predictably, the game involves rescuing the fair Maid Marian from the clutches of the sheriff of Nottingham — there's not a Merry Man or a green wood in sight. Promises to be a typical Codies affair, mazes, traps and platforms abound.

The game's set in Nottingham Castle, an unpleasant place full of booby traps, rats, creepy-crawlies and archers who'd like nothing better than to turn Robin's head into a pepper shaker. Of course, he's not defenseless — armed with his trusty long bow and an infinite supply of arrows, he's more than capable of giving the sheriff's men as good as he gets. However he must rely on his own cunning to avoid traps and un-zappable nasties! There are also the obligatory secret rooms and passages to discover by careful exploration of the levels.

Robin Hood — Legend Quest was programmed by Ash & Dave, the pair responsible for *Duel Cassette 2* and *Snowball Sunday* on this months fabbo covertape. From what we've seen so far, it looks thoroughly spanky and a highly mappable affair — see next ish for a full review!

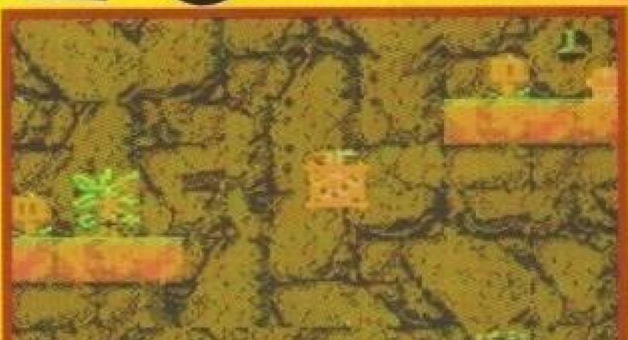


UGH!

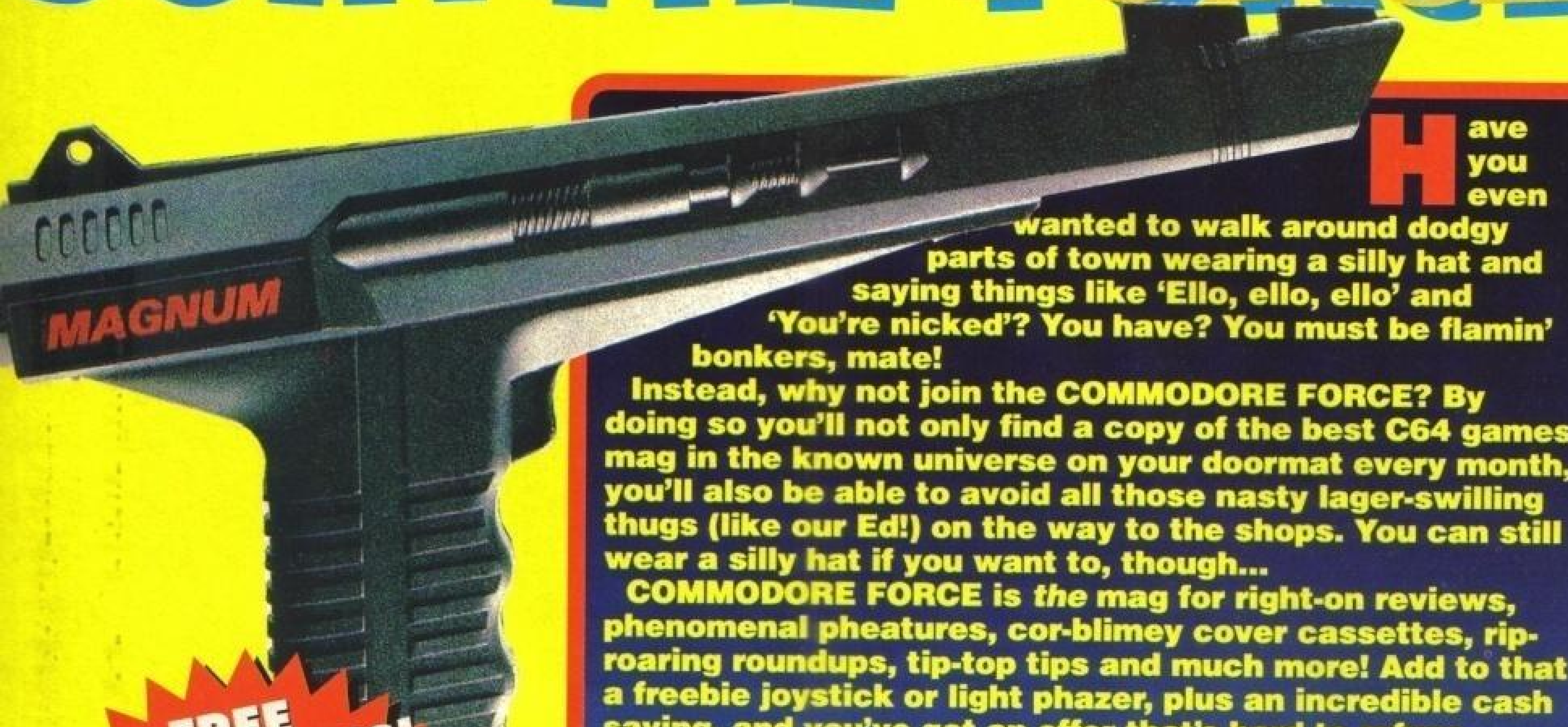
● Playbyte

Just when you thought there were no scenarios left for computer exploitation, something like this happens. Is it a bird? Is it a plane? No it's... *Ugh!* (!?), in which you play a prehistoric taxi driver who plies his trade ferrying cavemen from platform to platform in a home made, pedal-powered helicoptor. Caramba!

To complete each screen a certain number of cavemen must be successfully ferried to their desired destination. It's as simple as that! In fact there's little more that can be said about the storyline, only that the game looks to be fiendishly frustrating and devilishly addictive. Accept no immitation. Watch out for *Ugh!*, coming your way very soon!



JOIN THE FORCE!



Have you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

Instead, why not join the COMMODORE FORCE? By doing so you'll not only find a copy of the best C64 games mag in the known universe on your doormat every month, you'll also be able to avoid all those nasty lager-swilling thugs (like our Ed!) on the way to the shops. You can still wear a silly hat if you want to, though...

COMMODORE FORCE is *the* mag for right-on reviews, phenomenal pheatures, cor-blimey cover cassettes, rip-roaring roundups, tip-top tips and much more! Add to that a freebie joystick or light phazer, plus an incredible cash saving, and you've got an offer that's hard to refuse.

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COMMODORE FORCE

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SCORE 00
LETTE
TO PO
OBJECT
TEA METER

COMPILATION ELATION!

KIDS PACK 2

● Alternative, £9.99 Cassette

A compilation for kiddies? Can it be true? IAN 'NAPPYPINS' OSBORNE investigates...

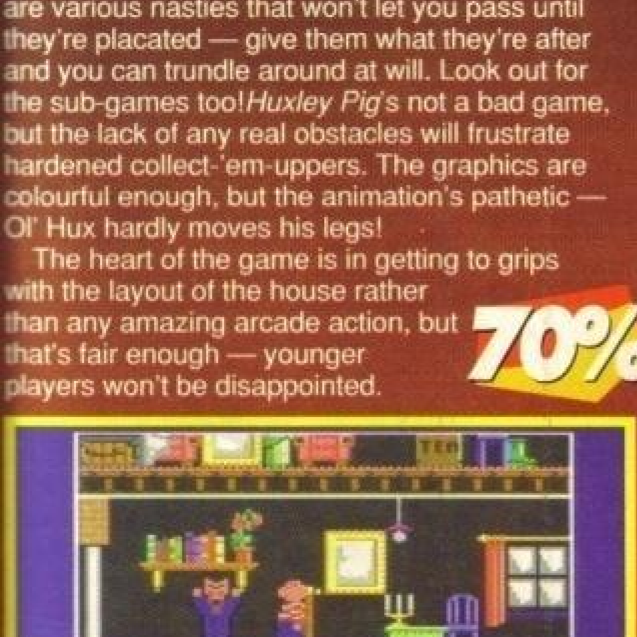
What's this? *KIDS PACK*? It's great that Alternative are marketing games for the younger Commodore owner, but they won't drum up many sales by calling them 'kids'. I suppose we can forgive them if the games are up to scratch though, so let's check 'em out...

HUXLEY PIG

One for the mappers, methinks! This interesting *Jet Set Willy*-alike has you marching round your mansion (or maybe hobbling round your house would be more accurate) in search of your troublesome toy collection. Standing in your way are various nasties that won't let you pass until they're placated — give them what they're after and you can trundle around at will. Look out for the sub-games too! *Huxley Pig*'s not a bad game, but the lack of any real obstacles will frustrate hardened collect-'em-uppers. The graphics are colourful enough, but the animation's pathetic — Ol' Hux hardly moves his legs!

The heart of the game is in getting to grips with the layout of the house rather than any amazing arcade action, but that's fair enough — younger players won't be disappointed.

70%



FIREMAN SAM

On the other hand, I can't see *Fireman Sam* appealing to anyone. Drive your fire engine (which looks suspiciously like a matchbox) round a boring, featureless maze (which, whatever the intention, looks nothing like a town) and play a few irritating sub-games where you put out fires, retrieve rogue kites, etc.

There's nothing here that hasn't been done hundreds of times before (usually better), and will only appeal to die-hard fans of the TV show (Who they? — Ed).

40%

POSTMAN PAT 2

Aha, this is better — guide Pat round Greendale delivering letters, helping people out and generally being an all-round nice guy. A big white arrow (on the map) shows where to make the next delivery, but watch out for the 'magpie' hens who pinch his letters! Better be quick too — Pat's a lazy git at heart, and if his tea meter runs out (tea meter? Ha ha ha!) he'll be too tired to carry on.

Again the game is aimed at the younger audience, but this time it's interesting enough to make you play on. Presentation is of a very high standard with crisp, clear graphics and an accurate (if irritating) rendition of the theme tune, but the animation at the top of the screen is largely redundant and the big white arrow above Pat's head best ignored.

A worthy purchase for the younger player.

70%

POPEYE

The first chapter in the *Popeye* saga, and in the words of the playground rhyme it's 'first the worst'. Huge, badly animated sprites with lots of colour clash, coupled with slow, flickery update kills what gameplay there is. Not that there was much anyway.

30%

27
23
19
03750

BANGERS AND MASH

Can't say I'm a great fan of *Bangers and Mash* (the game, not the grub), and for once I can't see the younger gamer going for it either. A (largely) vertically-scrolling platformer, there's just not enough here to hold your interest — jump from platform to platform collecting fruit and dodging baddies, and that's it! You'd expect a budget title to be a bit shallower than your average tenner-a-time release, but this is going too far. Also, the younger gamer won't like falling half a dozen screens when they miss certain jumps.

Moaning aside *Bangers* handles well and is fun for a (short) while, but there's just not enough here to hold your interest.

52%

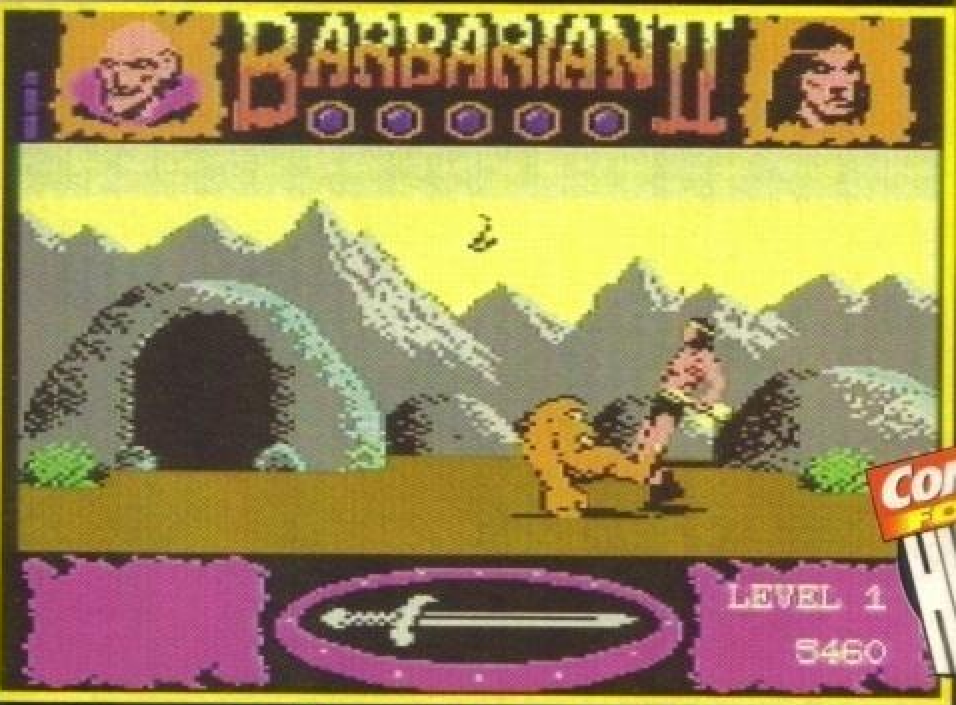
CONCLUSION

A bit of a mixed bag — not bad value for C64-owning young adults (hence the condescending and financially suicidal title), but it won't hold the experienced gamer for long. Buy it for your little brother.

FORCE FACTOR 63%

BIG

COMMODORE FORCE HURRICANE HIT!



BIG BO
2
COMMODORE 64 CASSETTE
ANOTHER 30 AMAZING GAMES IN ON

● Beau Jolly, £16.99 Cassette £19.99 Disk

Another big one chasing your Christmas dosh! Serious bargain or blatant attempt at fooling parents into buying Sub-standard games? IAN 'OUT OF HIS BOX' OSBORNE decides...

Beau Jolly get the prize for quantity — thirty games for under twenty quid isn't to be sneezed at! Even at less than a quid a game it's quality that counts. Will this one be a Christmas cracker or a seventeen-pound turkey? Only one way to find out...

Mega Apocalypse

A *Crazy Comets*-inspired outing *Par excellence*. Nothing special on paper, brilliant graphics, sound and animation drag it out of the average and into great game city. Bloomin' old (1987), but don't let that put you off!

Lords Of Midnight

From the dawn of time, Mike Singleton's classic adventure/strategy game is still one of the best things ever to grace an eight-bit machine. Containing a zillion-odd locations and umpteen-squillion pictures, this one'll keep you up 'till way past midnight!

Guardian2

There's nothing here you won't have seen before — on a Williams early-eighties coin-op to be precise! *Guardians II* is a standard *Defender* clone, but lacks the speed of it's arcade namesake. Don't let that put you off though, it still kicks bottom.

Split Personalities

Another Winner! Domark's brilliant puzzler has you re-arranging famous fizzogs in a sort of sliding-puzzle thingie, but with power-ups, hazards, bonuses, and everything else you'd expect from a happening headscratcher. Another timeless old classic that still looks fresh and new.

Dan Dare

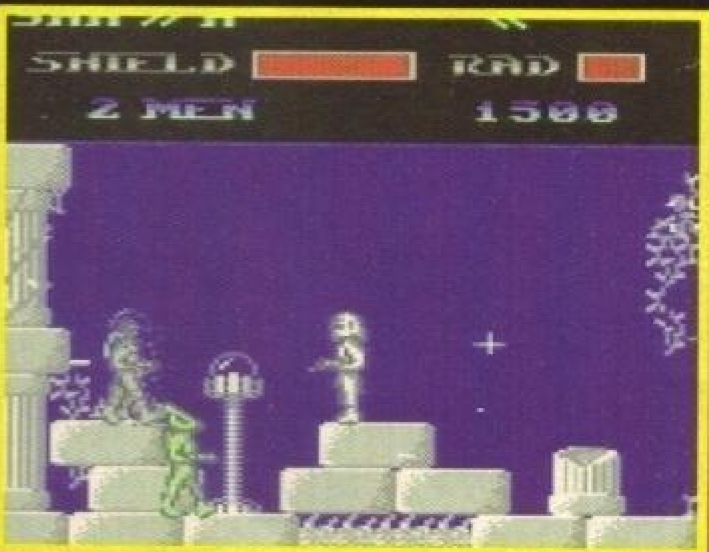
As arcade adventures go, *Dan Dare*'s pretty darn daring! Developed on the C64 (no Speccy port here), it makes excellent use of it's sound and graphic capabilities. Highly recommended.

Cauldron II

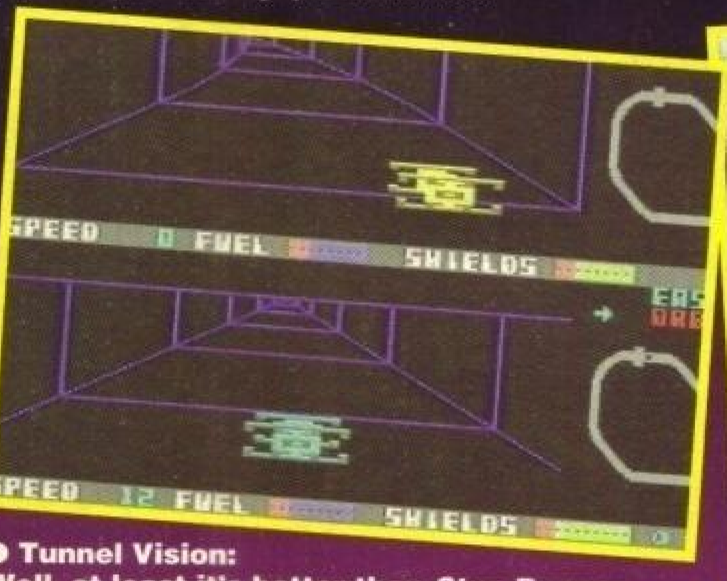
Another arcade adventure, this one hasn't stood the test of time. In these Dizzy-dominated days it appears a little pedestrian and tame — it's still pretty good, just not as blinding as it was when first released.

Barbarian II

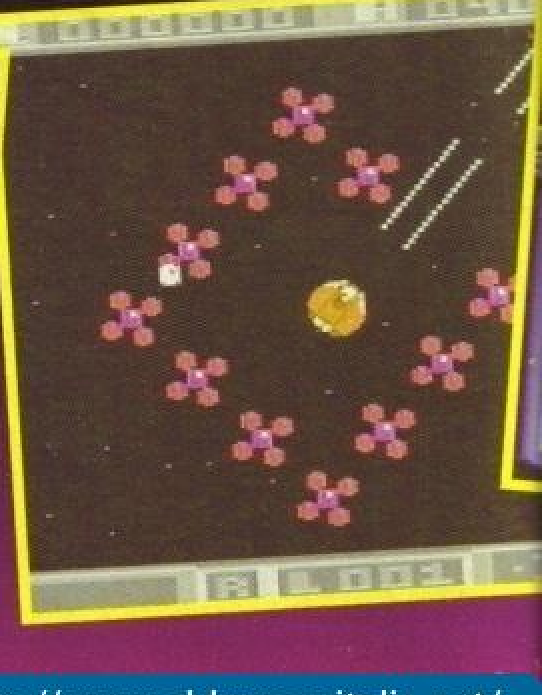
Here's one for the mappers — as well as excellent graphics and animation, it also features a world to explore! The huge range of moves make it tricky at first, and too many enemies fall for one particular move, but it's still one of the deepest beat-em-ups around.



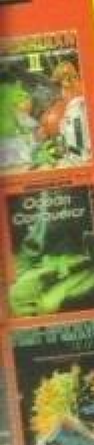
● Orion: Not a reference to a Prince song but a neat little Blaster.



● Tunnel Vision: Well, at least it's better than *Stun Runner*.



BOX 2



Sanxion

This horizontal-scrolling blaster isn't as awe-inspiring as when it was first released, but it's still worth a quick blast. I can't see anyone coming back too often though — while not a bad game in it's own right, it's been overtaken by several better ones since.

Driller

Arguably one of the most important programs of all time, *Driller* was the first ever freescape game and revolutionised 3-D programming. Not as polished as later freescape games (*Total Eclipse, Castle Master*, etc), but it's still well worth a look if only for its historical value.

Insects In Space

If *Guardians II* is an accurate *Defender* clone, *Insects In Space* is a blinding update! Unlike *Guardians* is doesn't lack the speed of the coin-op, and it also features a wacky power-up system! A welldeserved classic, this one's really not to be missed.

Delta

Not the best sideways-scrolling shoot-'em-up, but a damned fine game nonetheless! *Delta* features one of the spookiest soundtracks ever, and it's worth a quick blast just for that!

Orion

Reasonably entertaining blaster. The graphics and animation are embarrasing, but what the heck?

Battle Valley

Precursor to the brilliant *Silkworm*, guide a tank or chopper through sideways-scrolling enemy territory in one of the best blasters of yesteryear! Indispensible even if you've already got *Silkworm*!

Snare

Snare's one of those games that you play for hours without realising — you settle down for a quiet blast, and before you know it it's Tuesday! A typical puzzler, it's simple to play but frustratingly addictive nonetheless — highly recommended.

Iridis Alpha

Jeff Minter at his barmy best — a great game that no self-respecting C64 owner should be without!

ALSO STARRING...

- **ZOIDS**
- **HEATSEEKER**
- **OCEAN CONQUEROR**
- **FIRELORD**
- **HUNTER'S MOON**
- **GRIBBLY'S DAY OUT**
- **DEFENDERS OF THE EARTH**
- **ANARCHY**
- **ELIMINATOR**
- **EAGLES**
- **TUNNEL VISION**
- **QUE-DEX**
- **THUNDERFORCE**
- **ALLEYKAT**

Maze Mania

Painter meets *Pac-man*, but they don't get along too well. This one didn't impress on it's first release and certainly doesn't now.

Conclusion

Reviewing *Big Box 2* is like greeting an old friend — all the early-eighties classics are here, and at this price we can excuse the odd dud. A worthy winner and the perfect purchase for those who'll be getting a C64 for Christmas.

FORCE FACTOR 92%

PLAYER ONE
PLAYER TWO

● **Thunderforce: Didn't you spill my pint?**

FREEBIE FORCE

COMMODORE FORCE

BIG BOX 2

● **Big Box 2 is the best compilation to hit the Commodore in many a year, and to celebrate we've got ten of them to give away! Just answer our ever-so-easy question and send it to;**

BOXING CLEVER COMPETITION,
COMMODORE FORCE, Europress Impact Ltd, Ludlow, SW8 1JW

Name ....

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Which Big Box outing features The Mekon?

Answer ....

....

THE GRANDSL

● Grandslam,
£12.99 Cassette
£17.99 Disk

'If I see one more compilation this Christmas', said CHRIS 'BUMPER BUNDLE' HAYWARD, 'I'll resign!' Grasping the opportunity with both hands, we made him review *The Grandslam Collection*!

How do you start a review of a 30-game compilation? Waffle inanely about value for money? Make rude jokes about size not being everything? Tell the world about Steve's embarrassing misdemeanour with a jelly baby? Oh hang it, let's get on with the reviews!

BLACK THUNDER

A fast-moving horizontal racer with shoot-'em-up elements. You can't watch the main screen as the road map requires your full attention, which is a pain. The best thing about it is the speech, and that's appalling!

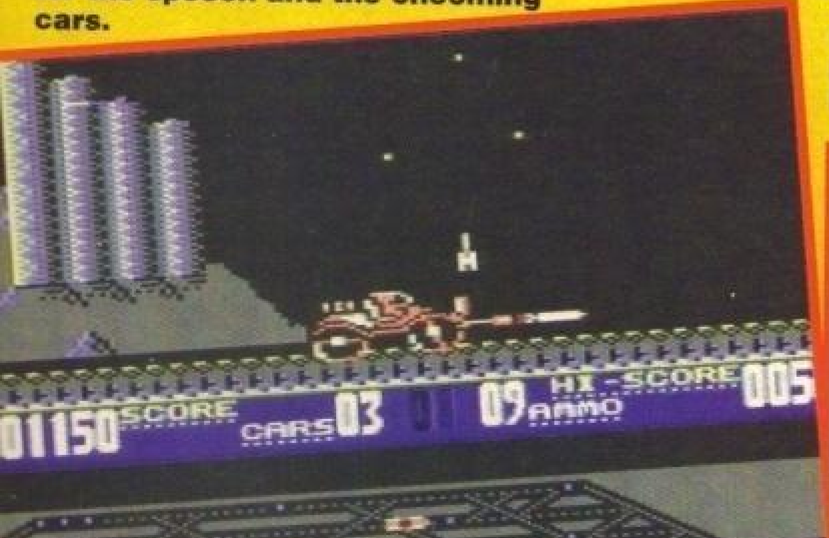
THE CORE

One bad apple indeed, with putrid Spectrumy graphics and gameplay that's lacking in all departments. Surely space exploration's more fun than this!

NETHER EARTH

A small arrow moves around a screen, with 'tankish' things moving as well. It can be summed up in one word — awful.

● Black Thunder: Road blasts a-plenty, or there again perhaps not. Watch out for the speech and the oncoming cars.

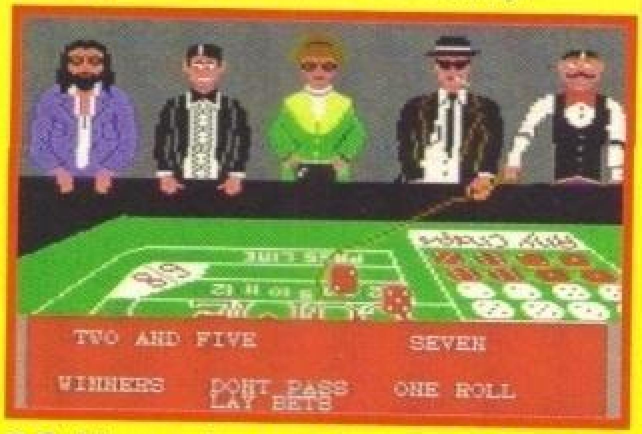


AMERICAN FOOTBALL

I didn't think this US sport involved little men and little options, but according to this it does! Shoulder charging action has never looked so padless.

DARK EMPIRE

After waiting several long minutes for this game to sort itself out, I then endured more mindless moments wondering who created this solidifying strategy. Garish, banal, hunks of nothing.



● Dubious goings on down at the casino. The game these gentlemen are playing is called Craps. How very apt...

MIAMI DICE

Take part in gambling games with this trip down the casino. The players shake the dice, unaware that their innocent acts look quite obscene. Counting grains of sand at Bournemouth is more inspiring.

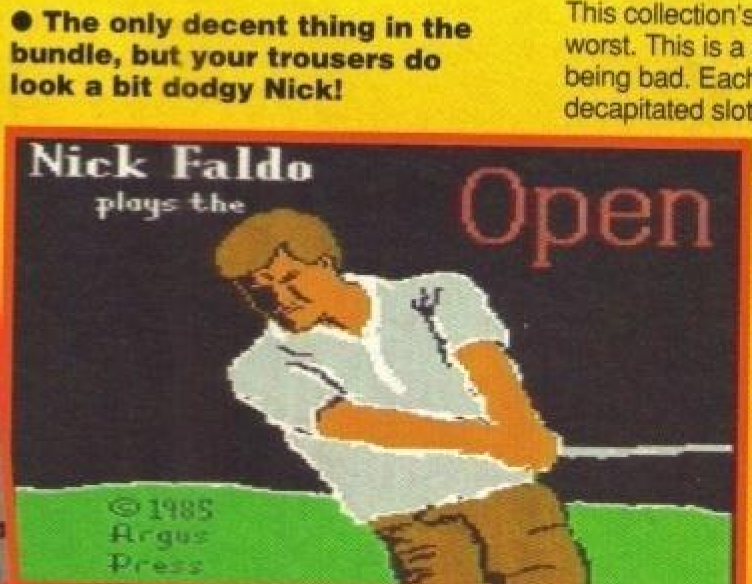
SOULS OF DARKON

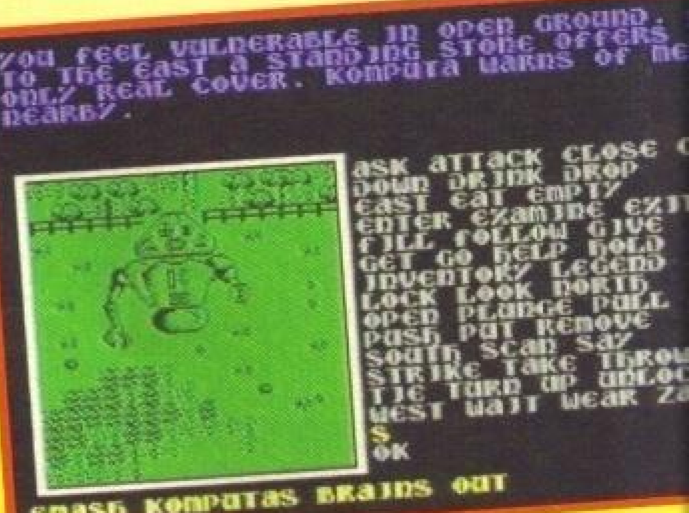
An adventure game with graphic landscapes display. Nothing fresh, but adventurers will be contented.

AGENT ORANGE

When I was a tiny tot, I had a little paddling pool. I'd sit in it throughout the cold British Summer, with flies drowning all around me. It wasn't particularly amusing but after playing *Agent Orange* I feel an urge to turn back time and forget this compilation ever existed.

● The only decent thing in the bundle, but your trousers do look a bit dodgy Nick!





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YOU FEEL VULNERABLE IN OPEN GROUND.
TO THE EAST A STANDING STONE OFFERS
ONLY REAL COVER. KOMPUTA WARNS OF NE
NEARBY.
                        ASK ATTACK CLOSE C
                        DOWN DRINK DROP
                        EAST EAT EMPTY
                        ENTER EXAMINE EXI
                        FILL FOLLOW GIVE
                        GET GO HELP HOLD
                        INVENTORY LEGEND
                        LOCK LOOK NORTH
                        OPEN PLUNGE PULL
                        PUSH PUT REMOVE
                        SOUTH SCAN SAY
                        STRIKE TAKE THROW
                        TIE TURN UP UNLOC
                        WEST WAIT WEAR ZA
                        S
                        OK
SMASH KOMPUTAS BRAINS OUT
```

● Souls of Darkon: *Well, what can you say? It's texty and* green, and that's about it!

DEFCOM

The Stone Age is where this basic blast belongs. The enemy craft move too quickly to shoot, and the planet below blockily vibrates.

CHUBBY GRISTLE

What in the name of Spectrum is this? A truly terrible platform jumper, that's what. Sickening control leads to inevitable deaths, making it one big shipment of dog dilemmas.

ESPIONAGE

Teams of spies trek across a board similar to Ludo's, but unless I'm mistaken Ludo is far superior.

PETER BEARDSLEYS FOOTBALL

This collection's a race to see which game's the worst. This is a soccer effort, and my, it revels in being bad. Each player ambles around like a decapitated sloth and the goal attempts are the poorest I've ever seen a computer opponent perform. After one go you'll be reseting the 64 for sure.

THE TUBE

Could this be a good blasting game? Nope, thought not. Stage one is okay, if crudely designed, with the rest being a *Defender* clone. Believe me, *Defender*'s a lot better.

Captions!!!!

M COLLECTION

THE FLINTSTONES

Use Fred to paint walls and bowl balls to please his Missus.

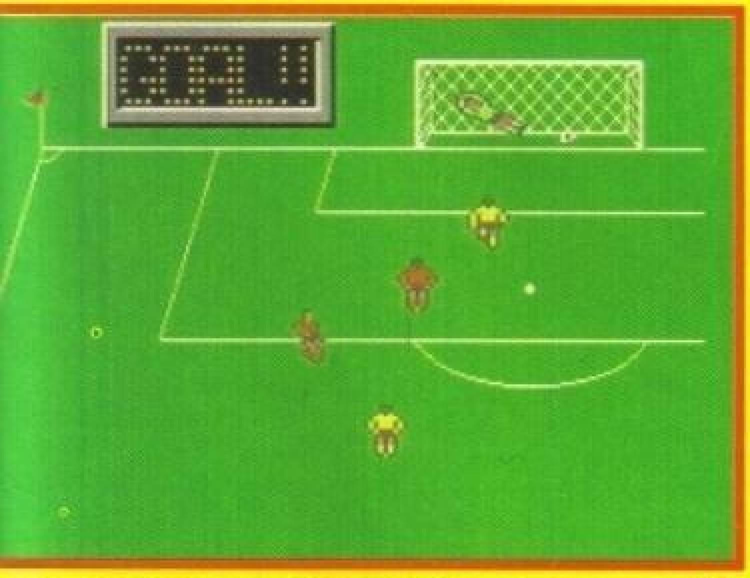
Take away the frustrating unresponsive controls and an enjoyable cartoon caper may lurk beneath. Oops, my mistake — blocky graphics and unrewarding levels erase all hope.

NICK FALDO PLAYS THE OPEN

My fingers twitch in frenzied excitement — at last, something playable! It's pretty cool actually, and is by far the best in the pack. Lots of player involvement make it a blazer of a golfing sim.

ROMULUS

Tiresome plane blasting with colours that would put a hallucinating tramp's vomit to shame.



● Peter Shilton's Handball Maradona: Shilts leaps for joy as he lets one go. Phwooar Pete! You could've waited.

XENO

On my first visit to an arcade I was sad enough to try my luck at *Shufflepuck*. *Xeno* reminded me of that odd game. I didn't like it then and I don't like it now.

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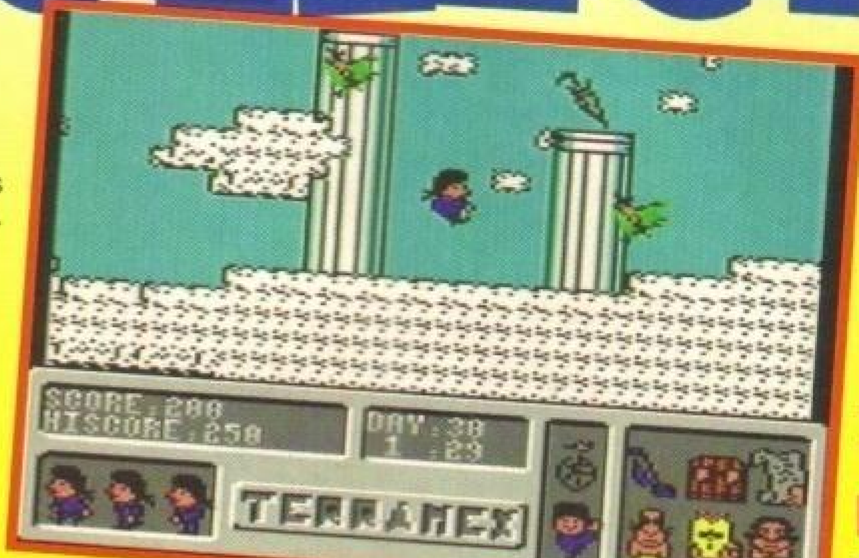
HI 01000



● Terramex: Two bats, an umbrella and a small man jumping around a bit. Terrable!

TRIVIA

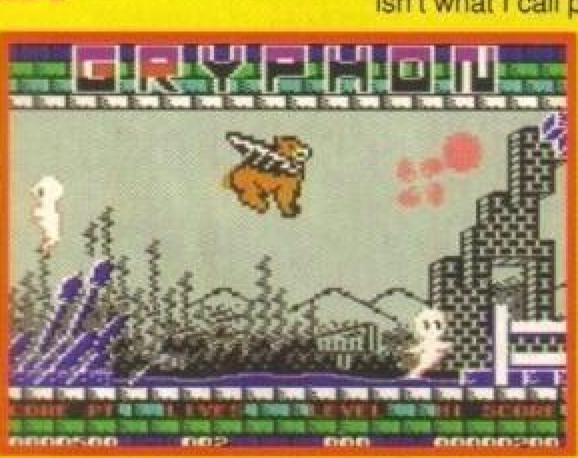
The problem with a general knowledge quiz on a computer is that the questions soon become dated and familiar. Quizzical games provide small amounts of enjoyment but when the same questions are repeated, boredom soon sets in.

TERRAMEX

Walking along and shooting. That's *Terramex* for you. Oh, add the words 'unoriginal, unsightly and unimaginably poor', and throw in a sarcastic comment about the title sounding like a brand of ready-made concrete.

PETER SHILTONS HANDBALL MARADONA

Instead of scoring goals, you're saving them. If you think this is a ragged game you'll be half correct. I know Mr Shilton's getting on in life, but his dives never look this bad on TV!



MISSION OMEGA

Build an army of robots and scout around buildings with guns at the ready. It's only average, but it urinates over most of this doomed compilation.

TRASHMAN

Collect rubbish from houses and avoid the hazards of daily life along the way. It's very difficult to complete a level within the time allotted, so prepare for loads of angered shouting.

GLIDER RIDER

Ride a bike which transforms into a glider — if you can find the bike amidst the green monochrome graphics! Acceptable in it's day, but wrinkles are really starting to show.

TIME TRAX

Dodgy graphics and un-appealing slowness. It's rather tacky and fails to wet my palette.

YABBA DABBA DOO

This is the first of Fred's outings and although the graphics are colourful and cartoonish, it plays like a dead mole.

EVIL CROWN

A nicely presented strategy/arcade jaunt, but by no means engrossing. The best bit is jousting with knights, yet even this only entertains for a short period of time.

HEAD START

CHRIS — 'Miles, is there any hope for this game?'
MILES — 'No'

SCRAMBLE SPIRITS

Vertical vertigo in the form of a shoot-'em-up. The sprites are foul, there's a severe lack of power-ups and the same enemies constantly reappear, making one sour serving of under-cooked pie.

ΠR^2

A mind-pounding, joystick-breaking puzzle/arcade outing. Jumping cogs and being constantly killed isn't what I call pleasurable, but numerous humans are sure to disagree. Certainly nothing to break the bounds of exhilaration.

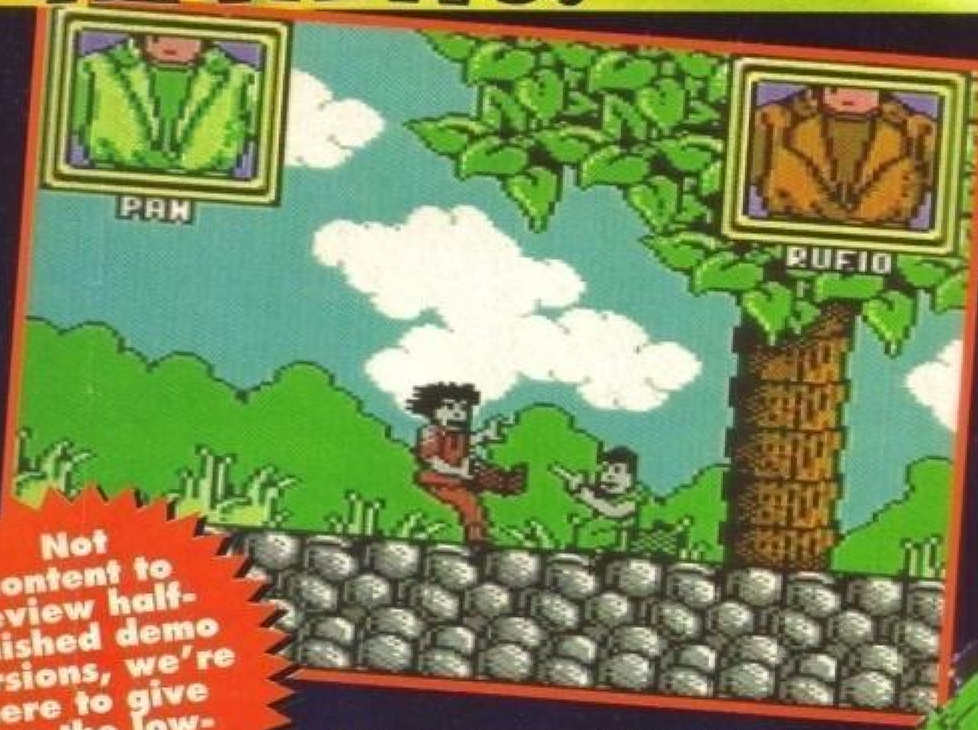
GRYPHON

At least you can laugh at this game. It may be dire and dismal, but watching a winged cow sprinting through the air's hilarious.

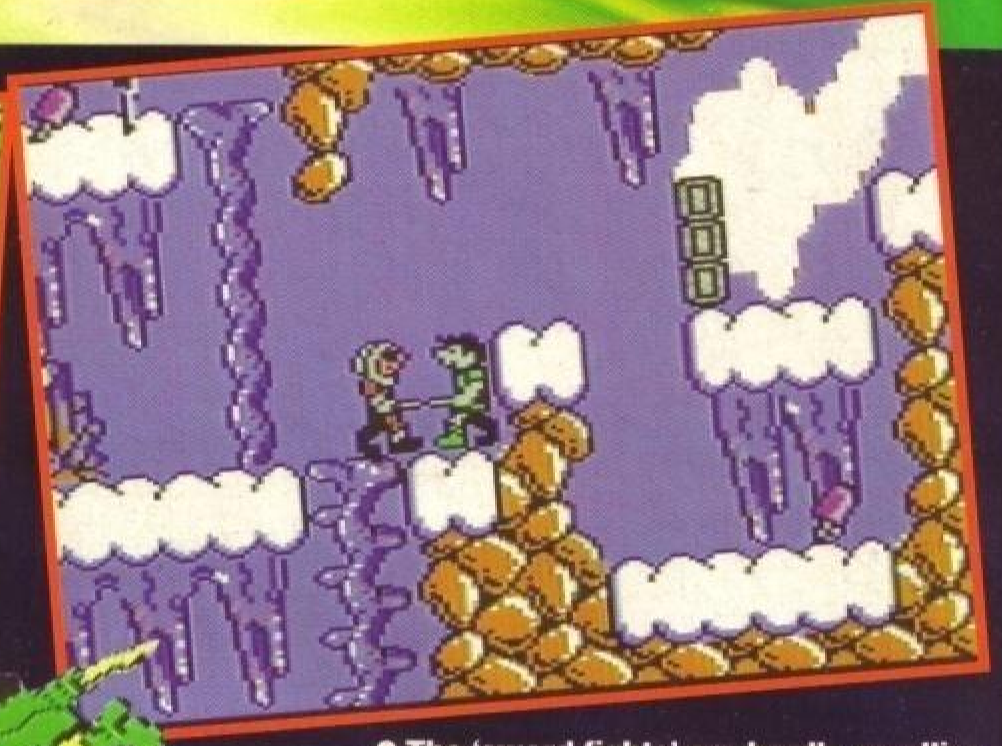
CONCLUSION

I always thought compilations were bargain buys, stuffed with games of outstanding quality. What was that word again? Quality! Hmm, if only Grandslam had a dictionary…

FORCE FACTOR 29%



● It's the battle of the shirts!

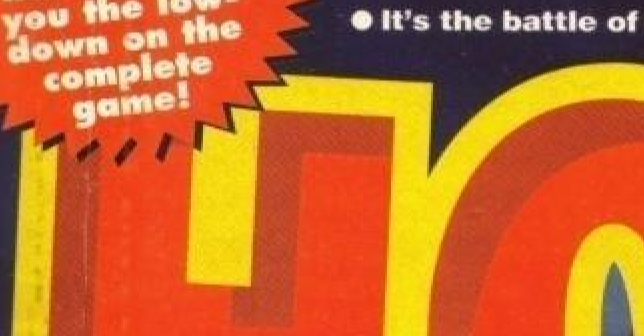


● The 'sword fights' are hardly gruelling, duelling affairs — just prod 'em wiv yer pencil!

Not content to review half-finished demo versions, we're here to give you the low-down on the complete game!

HOOK

● Ocean, £10.99 Cassette, £15.99 Disk



Having a hook for a hand could prove a definite advantage in life. You'd never lose a fight and have no need for kitchen utensils, but picking your nose could be a problem. CHRIS 'NEVER GREW UP' HAYWARD buckles his swash and leaps platforms while talking to a lass the size of his finger!

It's not every day a pixie says you can fly, but that's exactly what happened to Peter Banning. He was a hard working, respected chap, but had forgotten one minor incident long ago... he was Peter Pan! Then, one magical night, a small winged creature visited Peter, reminded him of his past and told him his kiddies had been kid-napped (ouch) by a pirate! Being one of the good guys, Peter agreed to journey to Neverland, fight Captain Hook, rescue his kids and recapture his youth for good measure.

The adventure begins with a map of Neverland and a compass showing direction. At first only a small part of the map is displayed but on finishing each level you progress further around the island and more is revealed.

Well I Never...

There are four types of gameplay; an arcade platformer, an underwater swimming section, a flying collect-'em-up and a one-on-one beat-em-up, the majority of levels being platform romps. Objects need collecting in every level — fail to recover them all and you might as well hang up your pointy boots! Four special items also require seeking out — a clock, a horn, a sword and a tooth, each one hidden somewhere in Neverland (the things people do to rescue their kids).

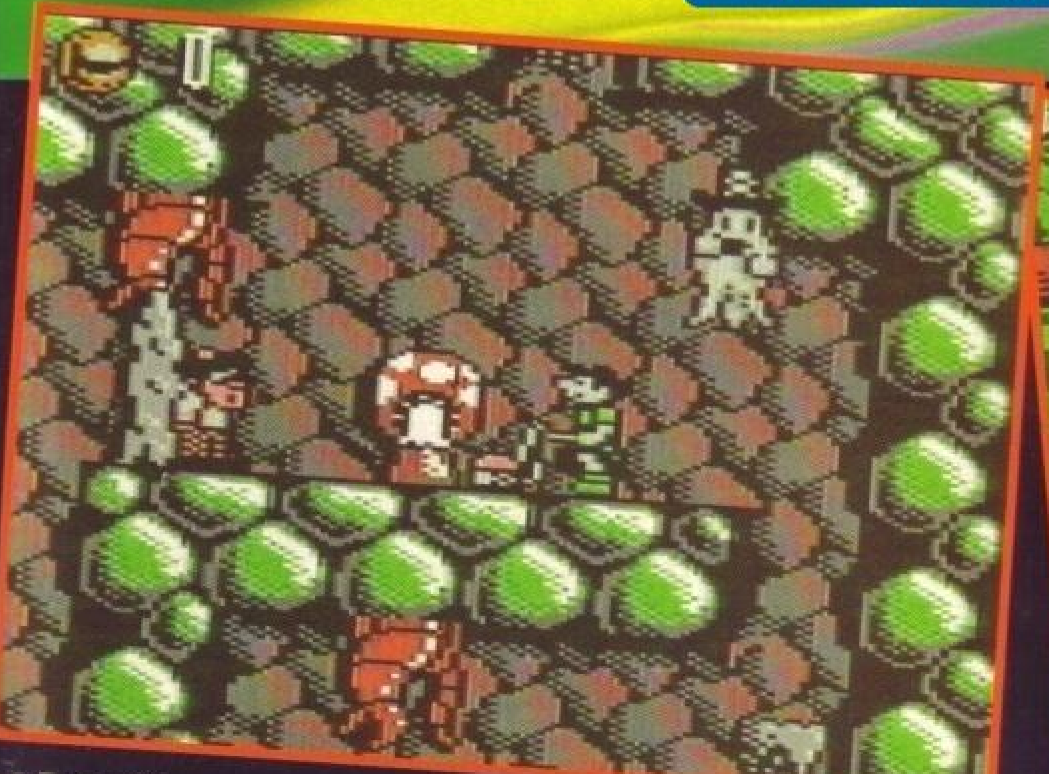
Many platforms are too far apart to cross with a normal jump, but spreading a liberal layer of pixie dust over them gives a neat little springboard. Of course you need 'happy thought' marbles before pixie dust leaping can ensue, and these, again, are collected.

Thimbles are also scattered around. Gain enough, find Tinkerbell and she follows you about, killing enemies when desired. Watch out for the baddies too — Hook's hoards patrol the island looking to jab and stab, but a few swipes from your sword soon puts them in their place. When every section is cleared you face up to the Cap himself — kill him and your children are set free, and peace is restored to Neverland once more.

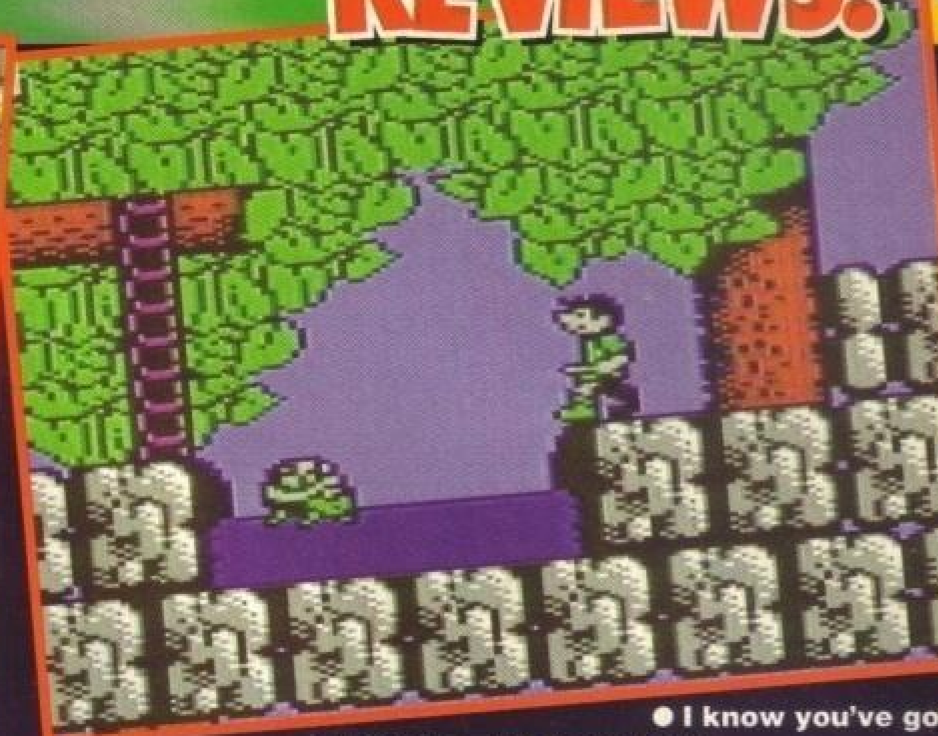
Less tosh for your dosh

The film *Hook* cost millions to make, but was a disaster at the box office. Luckily the game's a different kettle of limescale. The graphics are crystal clear with neat animation and an assortment of enemies, like monkeys who sit up in trees throwing bananas at you — tread on one and you go skidding across screen. In one level you can even pick up a basketball to 'shoot some hoops' and use a metal detector to find hidden treasure! It's not vital to your quest but it all adds to the fun. The flying sequences are most impressive, as are the between-level screens with Tink giving advice.

The four radically different styles make joystick jostling varied, BUT (and here's the let down) our old enemy the multiload is back with a vengeance. If you lose a life you need to reload both the map and the level on which you perished! I know multiloads are common



● Pan sets about the hoovering, you've missed a bit!



● I know you've got a big nose, but don't do it!

MILES!

●As a bunch of unknowns resurrected the oft-told story of Peter Pan in a quiet little suburb called Hollywood, little did they know they were paving the way for another epic movie tie-in from Ocean (Julia Roberts? Robin Williams? UNKNOWN? C'mon Miles, where've you been? — Ed).

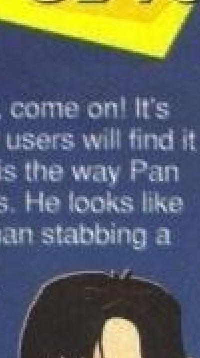
With twenty pirate-infested levels and four varied game styles there's certainly a lot on offer. The map screen's easy to use and pleasing to the eye, but the swimming sections on later levels are annoyingly sluggish and tricky to play due to the 'turn and move' control system. Also the fight scenes are very disappointing, with speed on the fire button more important than skilful combinations of (very limited) moves.

Presentation and frills are all up to the usual high Ocean standards but *Hook* ultimately fails to inspire. The platform and swimming sections are okay but the others are very poor. Basically there is just not enough substance there. Slapped wrists all round for Ocean.

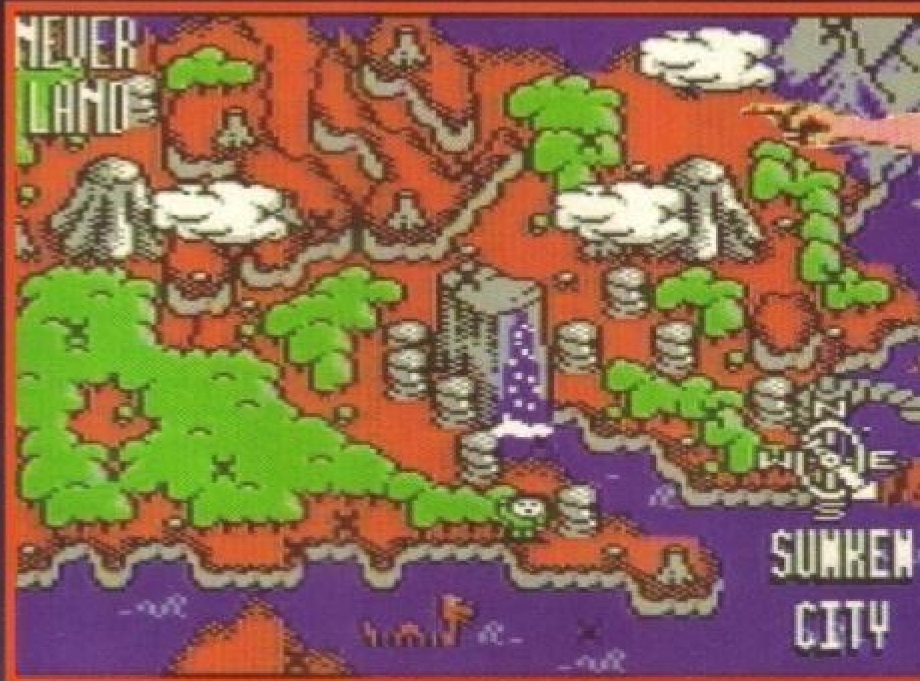
69%

nowadays but every time you die, come on! It's bad enough on disk, but cassette users will find it REALLY tedious. Another niggle is the way Pan attacks during the platform games. He looks like he's poking with a pencil rather than stabbing a sword! Still, it's great to play and the amount of levels should keep you occupied for many an hour.

Hook would make a superb cartridge (no multiloads), but expect some frustrating moments if a cassette/disk is what you buy.



CHRIS! 84%



IAN!

● I can't help wishing Ocean had opted for the icon-driven adventure approach to *Hook*, as they did on the 16-bit versions. There's precious few of them about nowadays, and we've got platformers coming out of our ears! Even so, however over-crowded the genre there'll always be room for a game of this quality!

The graphics are amazing, squeezing every last ounce from the Commodore's screen display, and the difficulty curve lets you get through just the right amount of game before it gets tricky.

Alas, every silver lining has a cloud, and *Hook*'s is its multiload. It's been ages since I've seen one this cumbersome — having to reload TWO sections of code every time you lose a life (and we mean a life, not all your lives)! Unbelievable! *Hook*'s a burn on disk, but tape users with less patience than a particularly well-disposed saint should steer clear.

70%

GALE WARNING

PRESENTATION
COLOURFUL INTRO AND HELPFUL 'TINK' SCENES
87%

GRAPHICS
LOTS OF DIFFERENT CHARACTERS, CHEERY BACKDROPS
89%

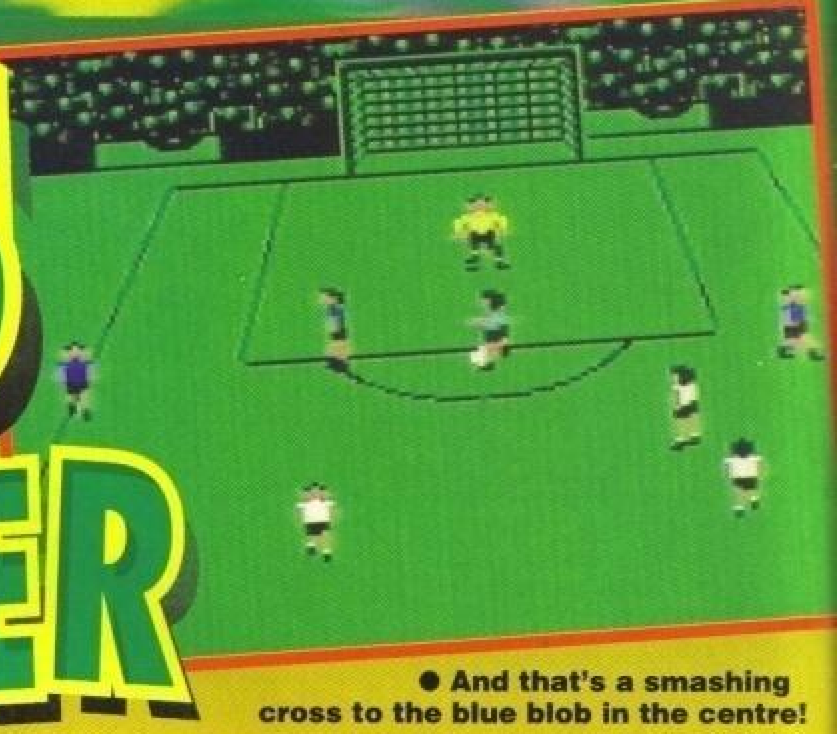
SOUND
CHOICE OF GOOD FX OR ANNOYING BACKGROUND MUSIC
69%

HOOKABILITY
YOU'LL BE 'HOOKED' FROM THE START
86%

LASTABILITY
BULKS TO PLAY THROUGH, LET DOWN BY LOADING
70%

FORCE FACTOR 74%

GAZZA'S SUPER SOCCER



● **And that's a smashing cross to the blue blob in the centre!**

● Touchdown, 3.99 Cassette

Super sports sim or slow, sad spectacle? CHRIS 'FIVE BELLIES' HAYWARD investigates...

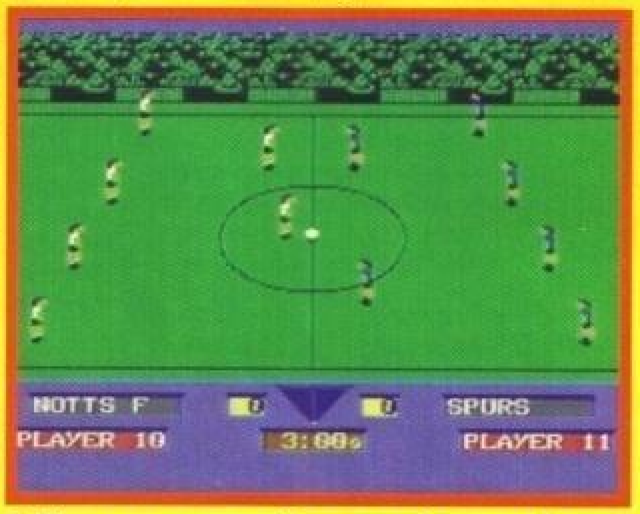
Gazza... I know that fellow. He's the one who says 'Wey aye mun', has a fetish for sticking his tounge out, and his biggest claim to fame is crying in the middle of a match. And let's face it, he's a bit of a porker! Having been saturated in hype and built up like the Roman empire by constant press coverage, the word Gazza is now a household name. No one was surprised when a computer version of his footy antics arrived at the office, but when we saw how indescribably bad it was we nearly died of shock!

Super Soccer combines vertical and horizontal perspectives, with (as usual) each side battling to thwack the pigs bladder into the net. Before any on-pitch activity can begin however, you are confronted by the selection screens. A number of teams are available, and if you're feeling adventurous you can rename them to your liking (contain your excitement, I've hardly begun). Statistics are next, accompanied by the game type: league, cup or a friendly.

My expectations of *Gazza's Super Soccer* were flushed from the start. The loading screen portrays Gazza as a thin, grey amputee. He really is missing one arm! Hopes of a playable product slid even more when the match began. Never have I witnessed such a tawdry, powder puff of a footy sim.

Amateur league material

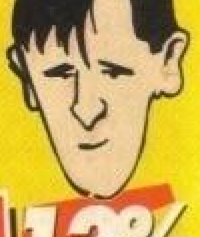
The middle section of the pitch is viewed from the side, the perspective changing to an 'into the screen' view of the goalmouth when the ball leaves the screen — it doesn't scroll at all. The blokes jigger around like doped Lego bricks and the changing viewpoints just don't work, full stop. The goalmouth shots are identical, the keepers even wear the same coloured kit, leading to confusion and countless own goals. When the viewpoint changes some players disappear or get lost in an avalanche of flicker, the flow of the game being totally spoiled. Challenging the computer is a joke, the first manoeuvre it performs is to welly the ball out of play.



● **Wayeye mun — the crowd are so bored they've taken root and turned into trees! It's enough to make you cry — Waaaaaa!**

Shot strength's determined by the BOOT-O-METER, a small dot in a triangle which enlarges to indicate power used. To perform a powershot you hold down fire, causing your player to stop completely and (usually) get tackled. To gain control of the goalie you press ENTER, a ridiculous idea — it should be joystick or keyboard controlled, not a half-handed mixture of the two.

If I was given this game as a present I'd verbally abuse the sender until my feet turned into tree roots. Charging four golden pennies for this washed, fluffy flannel is a crime. There are multitudes of games of far superior quality (and superior license figures) to choose from. Play this again? I'd rather have an army of angered wasps trapped in my trousers.



CHRIS! 12%

IAN!

No apologies, no regrets. *Gazza's Super Soccer* is the worst game I've ever seen on the C64, bar none!

Welding together two different perspectives in one game is a barmy idea, and it works about as well as the Windsor Castle fire sprinklers. Apart from being hellishly confusing it's also badly implemented — when playing the computer your opponent often fails to notice when the viewpoint changes, and boots the ball into touch. Also, as you run towards goal in the middle section (horizontally) and switch to the goalmouth view, your player sprite carries on running across the screen, now heading for the touchline! Can you imagine how annoying this is?

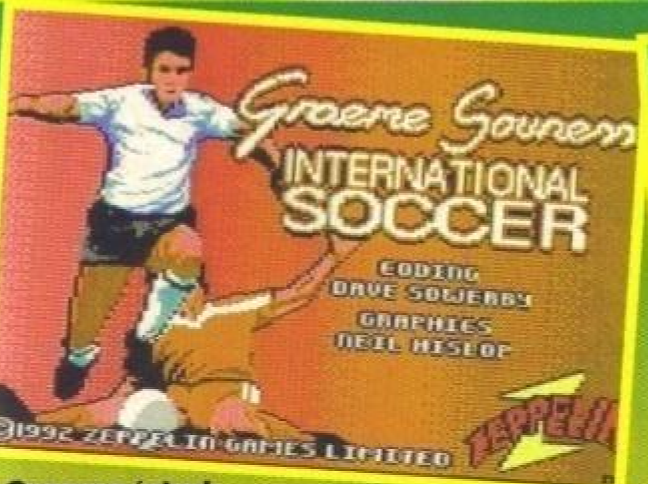
I could go on about the sluggish controls, lousy running speed or hideous sound (kicking the ball sounds like wellying a sheeps bladder while it's still in the sheep), but I won't. As the great man himself might say, 'It's a lurd o' rubbish, mun. Wayeye they prurgrammed it in't fust place I divvun knaa, it's enurf ta mek ya crye — Waaaaaaaaaaaaaa!'

9%

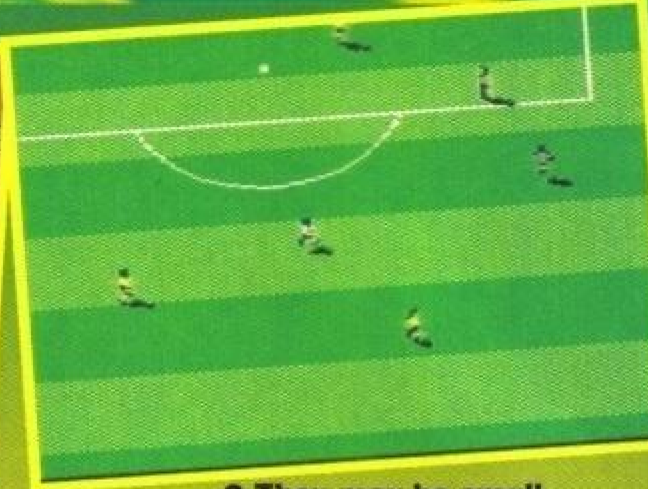
GALE WARNING

■ PRESENTATION ■	DISMAL TITLE SCREEN, LITTLE ELSE	12%
■ GRAPHICS ■	SHABBY SPRITES, BLAND AND BORING	13%
■ SOUND ■	PLOPPY BALL SOUNDS AND FEEBLE PEEPS	11%
■ HOOKABILITY ■	AS ENTRALLING AS AIR	13%
■ LASTABILITY ■	LAST? NOT A HOPE	12%

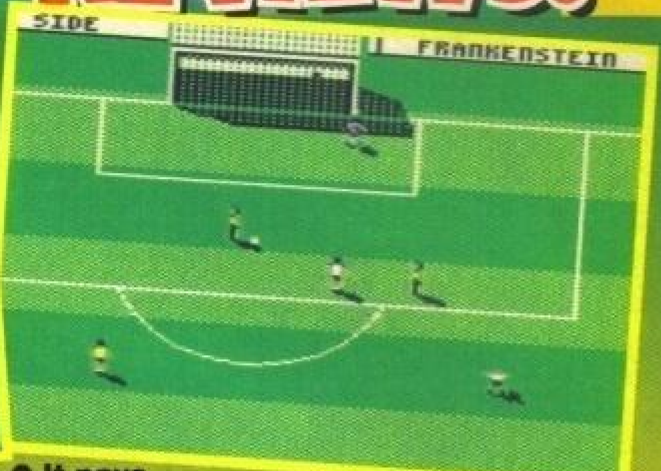
FORCE FACTOR 11%



● Graeme 'stud marks' Souness taking no prisoners.



● They may be small but they're perfectly formed...



● It pays to advertise... not an inch of hording space is wasted! Plug plug plug...

GRAEME SOUNESS INTERNATIONAL SOCCER

● Zeppelin, £3.99 Cassette

With the football season under way, Zeppelin decided it's time we had another soccer game in our (already extensive) collections. But are we talking A.C. Milan or Accrington 'who are they' Stanley? MILES 'SALT AND VINNIE' GUTTERY shivers on the terraces...

'It's a funny old game, Snoz — I mean, the boy comes out dressed like a fruit salad at a barn dance and he's expected to do a job. To be fair to the lad he hasn't had the service, but at the end of the day we got a result which reflected the score.'

It's official! Football's responsible for 93 of the top 100 most useless phrases in the English language. But enough about Jimmy Greaves, let's get on with the review.

For anyone who's spent the last 150 years thinking they're a lemon, here's a brief resume of the rules — Football's a game played by 22 men with one normal-shaped ball; yeah, you know the rest.

Crowd violence, board room crises, wheeler-dealing in the transfer market... none of these appear in *Graeme Souness*. This is a straight, no frills, right-into-the-action football game! In truth, the old C64's been crying out for a decent footie sim for years — even the cream of the crop, *Emlyn Hughes* and *Microprose Soccer* (by consensus of the rest of the CF crew) are hardly a fitting tribute to our national sport, *Microprose* being more of an arcade kick-about than a real simulation (with its ludicrously exaggerated banana kicks) and *Emlyn*'s let down by lack of speed and blocky graphics (true, but if they're fun to play, so what? — the rest of the CF crew). At first *Graeme Souness* looked very promising, with its tiny but convincing sprites allowing plenty of the pitch to be visible at any one time. Alas! First impressions are often misleading, and this proved all too true with this offering.

Put the boot in!

For example, there's very little control over kicking. Worse still is the way the computer decides which player to give you control over — you never seem to get the one you want! This is annoying enough in one player mode, when the computer player just runs past your static team and scores, but it also kills the two-player game. On several occasions Chris and I found ourselves with no control over any of our players and the ball sitting redundant in the middle of the pitch. The 'extended options' boasted on the inlay are pretty minimal. Team colours, number of players (1 or 2) and game length are the only variables. There isn't even a league or tournament option.

If more care had been put into it *Graeme Souness International Soccer* could've been really good. Instead it plays like a very early pre-production sample!

Altogether now — 'What a load of B*@!*?*'

MILES! 34%

CHRIS!

● We'll start where all soccer matches begin, the kick off. My first dazzling tactic (guaranteed to confuse the opposition) is to boot the ball up the field, so, I'll place my midfielder in position and get kickin'... oh dear, my man kinda stumbled over! Never mind I'll pass the ball instead. Right, time for some action... hang on! My team-mate's run past the ball and disappeared off screen! Surely there's some mistake. It looks okay, has some good humorous touches but the players often just stand around gawping at each other — do they know the match has started? And it's not even half time yet... aarrghh!

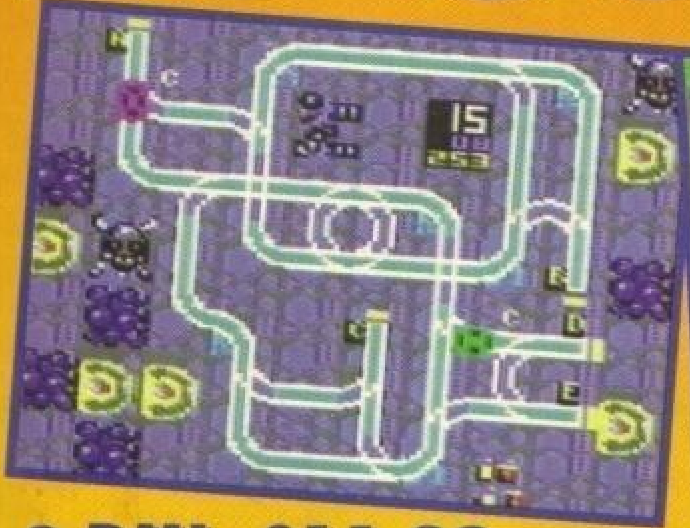
48%

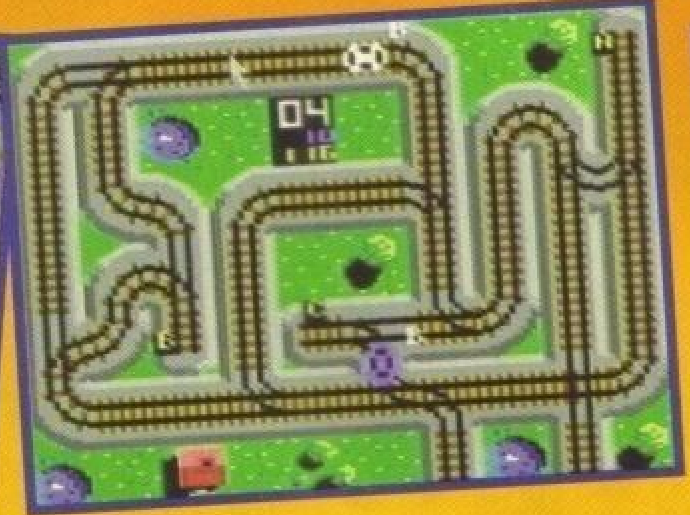
GALE WARNING

PRESENTATION	BASIC OPTIONS SCREEN, NO FRILLS	46%
GRAPHICS	SMALL BUT ATMOSPHERIC	71%
SOUND	PLAYING THE BALL SOUNDS LIKE KICKING A TIN CAN	38%
HOOKABILITY	INITIALLY PLAYABLE, BUT PROMISES MORE THAN IT DELIVERS	60%
LASTABILITY	IT WOULDN'T GET THROUGH THE QUALIFIERS	12%

FORCE FACTOR 41%

LOCOMOTION





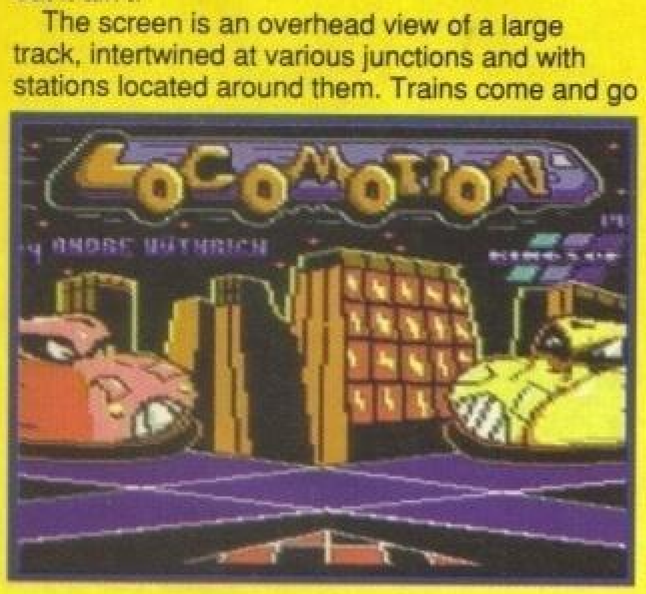
● DMI, £11.99 Cassette, £15.99 Disk

When CHRIS 'CHUFFIN' HAYWARD heard about *Locomotion* he thought it was a cross between Kylie Minogue and a trainspotter. Surely it can't be that bad...

The thought of running a train network seems quite appealing to me. Perhaps I could re-enact Britain's own shambolic 'service' with hour-long delays (only an hour? They must've improved since I last caught *one* — Dep Ed), speeding through stations without stopping, grinding to a halt as soon as it snows and charging gold bars for a plastic cup of tea.

Alas, selling refreshments isn't on the agenda in *Locomotion*. The aim of the game is to direct a number of locomotives (looking suspiciously like dodgem cars — is this a new BR economy drive?) to their desired stations. Send home your quota and you've completed the level — sounds easy, but it ain't!

The screen is an overhead view of a large track, intertwined at various junctions and with stations located around them. Trains come and go on a whim, your task being to change the signal points (which alter the track) and guide the carriages safely to their station, indicated by a number next to the loco. Several chug round at the same time, so one wrong flick of a points switch and you've caused a collision worthy of the tackiest disaster movie.



As always time is of the essence, and if the carriages don't reach the required destination in the allotted time it's game over. Each level increases in difficulty with the track becoming more complex and the trains speed... sorry, *trundle* from the stations more frequently.

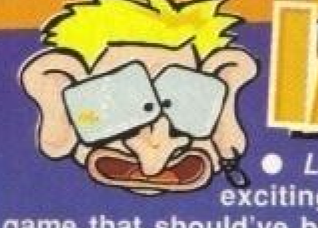
Train-ee Editor?

If you get fed up with the tracks on offer there's an editor option enabling you to construct your own — adding twists, turns and scenery where you please. This option's well thought out, but I got tired of faffing around with it — you need to think too much about the track construction, placing corner bends by the dozen results in endless crashes when you start playing.

A game about trains sounds as plain as rain, but for all its faults it works! Guiding the trains without crashing is tricky as you can't keep a eye on each individual car. This moulds into a challenge, and an incentive to win is soon established. It's a simple concept and though quite dated (I saw a basic PC version years ago) it plays very well. The levels are sloshed in colour, all being different in scenery and track layout.

With the amount of blasting, punching and platform products on the market *Locomotion* makes a pleasant change, but for me the change wasn't for the better (I LIKE blasting, punching etc). At the end of the day, though, it's still just trains going around tracks. If you want to indulge in a satisfying game this stops short of fulfilling the soul. As a budget buy it would be a worthy purchase, but I can't see it working as a full pricer. There's just not enough content to justify the asking price. A pleasant hour-passer perhaps, but you'll appreciate it more as a budget release.

CHRIS! 56%



IAN!

● *Locomotion*'s an exciting and interesting game that should've been a First Class release (ouch — Ed), but three major faults knock it soundly off the rails.

1- The price is too high. For all its strengths *Locomotion* (like most puzzlers) lacks depth, and would look more at home on a budget label.

2- An irritating playability bug allows a train to leave a station just as another's going in, sometimes emerging literally on top of it. Although the station flashes before a train departs, this is difficult to spot and often doesn't give enough warning anyway.

3- On later levels the background graphics sometimes obscure the station indicator, making it nigh-on impossible to tell where the train's going (just like British Rail). This is especially true on the wrong-sort-of-snow level where the backdrop's predominantly white (see screenshot).

For all its faults *Locomotion*'s a fun game, but not as much fun as it could've been. Ho hum!

68%

GALE WARNING

PRESENTATION
SEVERAL OPTIONS, POLISHED PASSWORD SYSTEM
61%

GRAPHICS
DIFFERENT SCENERY, ALL BRIGHTLY COLOURED
58%

SOUND
FAINT CHUGGING FX AND INTRO TUNE
56%

HOOKABILITY
'WANT TO WIN' SYNDROME SOON TAKES A HOLD
60%

LASTABILITY
IT'S ORIGINAL, BUT A LITTLE SHALLOW
55%

FORCE FACTOR 62%

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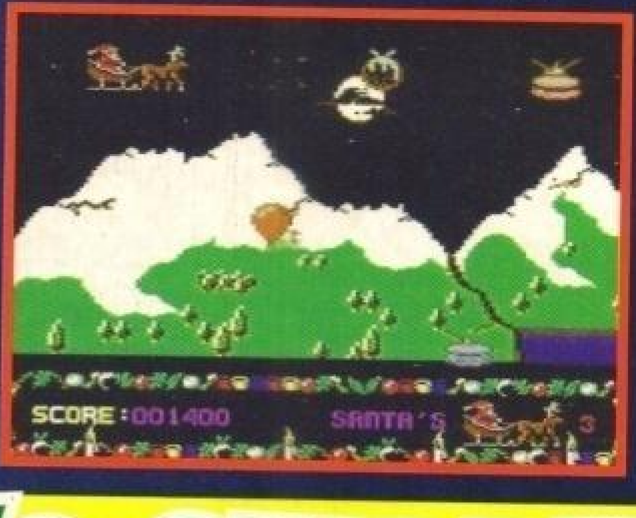
SANTA'S XMAS CAPER

• Zeppelin, £3.99 Cassette

Creeping on roof tops, and sneaking down chimneys... anyone would think Father Christmas was a burglar!. CHRIS 'HO HO HO LITTLE BOY, HAVE I GOT A SURPRISE FOR YOU' HAYWARD makes his 'presents' known...

Santas' Christmas Eve's a tad more dangerous than it used to be. When he first landed the job as martyr to children worldwide, he had it pretty easy — a day at the office involved lounging around for 364 days drinking brandy while his pixies slaved away at wooden toy construction — but during his next yearly outing, much to the fat blokes dismay, he was met by extreme, hostile activity. Toys flew through the air like ballistic missiles, thrown by evil gangs of pixies intent on St Nicholas's death. You control the bloated lummox himself, and must guide the reindeer-assisted sled through three horizontally-scrolling levels. Claus is none-to-pleased at having harmful gifts hurled at him, so he retaliates with bizarre weapons of his own, such as puddings and crackers, which (unlike the majority of seasonal goods) explode on impact. Complete the trip and ol' Sant can put his feet up, scoff mince pies and lock up Rudolph 'till this time next year.



A Christmassy game has to be dodgy, right? Maybe not. *Xmas Caper*'s a jolly little shoot-'em-up, but by tinsel is it difficult. Bags full of baubles and balloons litter each screen, collide with one and you and Rudolph destruct. With only three levels it has to get tricky early on, but it doesn't have to be impossible! You've no idea if the backdrops are scenery or hazards until you crash. If you find it in your stocking demand Santa returns and ask him if flying teddies, puddings and balloons really do pose a threat on the 24th of December.

CHRIS! 46%

JIMMY'S SUPER LEAGU

• Beyond Belief, £3.99 Cassette

The fame, the money, the glamourous lifestyle... CHRIS 'HALF TIME ORANGE' HAYWARD has none of these, so he settled for a shot at football management instead.

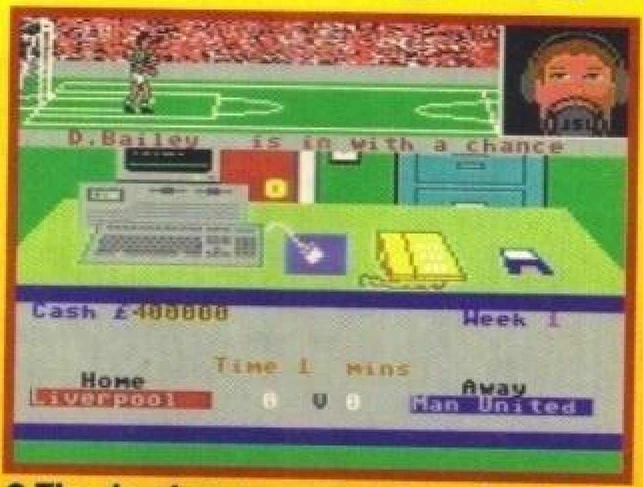
If a soccer team achieves flop all in a big tournament, the first person to receive a battering from the press is the manager. No matter who missed the goal or tied their bootlaces together, the boss is always to blame. This is another text-based footy management sim, and if you're an armchair critic it's your chance to manage the ball-kicking lads better than the professionals.

You take charge of a top European team, chosen from a list of 28. These include familiar clubs such as Liverpool and Tottenham, but also the more obscurely-titled Ajax and Feyenoord. After that tough decision it's into your office to get the team ready for their first match of the season.

'Orrible Options

Four options can be selected from the office (obviously a small room), by moving the pointer and clicking on a filing cabinet (to view player files and decide whether to keep or transfer them), a computer showing the division tables and a phone which you use to contact the bank and other club bosses. The fourth option is the actual game, where a commentator relays the action on the field and a side-on view of goal attempts occasionally appears. The more matches you win the more money your club accumulates, and with heaps of readies you can buy star players to improve the teams performance.

I've never had a craving to be a football manager (I HATE those long brown coats), but I thought *Jimmy's Super League* could prove fun. After one go you realise it isn't particulary enjoyable at all. There aren't enough options to keep the mind occupied, and the ones available are badly lacking in content. The players profiles are all framed in garish colours so reading statistics causes undesired eye-strain, and it's laughable the way the same players appear in each team, all of them having brown hair. Miserable old *R Brenden* looks exactly like the equally glum *R Bedford*, and when I changed teams there they were again, Brenden and Bedford, both still unhappy!



D.Bailey is in with a chance

• The drunken commentator relays the highlights as the keeper boogies on down!

View to a yawn

Watching the matches soon becomes a bore, each consisting of text messages from the commentator and rough looking sprites feebly shooting at goal. One line of speech includes 'D Clarke is injured and is out of the

MILES!

• Wahay! Theres nothing like a good footy management sim to get you on your feet and shouting hysterically at your TV. On the other hand, dull ones are likely to bring reactions of a different nature, and *boy* is this dull!

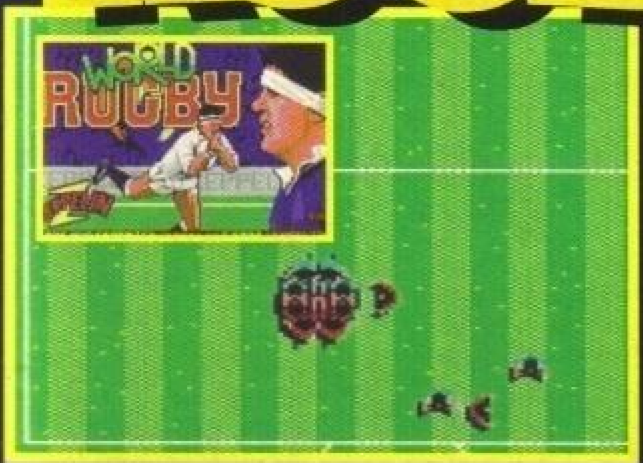
This kind of management game's two-a-penny these days, and that's about as much as it's worth. The lack of (any) tactical depth and laughable match sequences suggest the game was thrown together in about two days. Somewhere there's a sad geezer who has no friends — this is the man who created the tragedy that is *Jimmy's Super League.*

19%

WORLD RUGBY

● Zeppelin, £3.99 Cassette

After a scathing encounter at Twickenham, the teams leave the field to rapturous applause. Meanwhile, MILES 'ODDBALL' GUTTERY laces up his boots and prepares to get his head caved in.



match, he'll be fit in two weeks'. How on earth would he know? It's all a bit of shambles really, which is a pity — with more detail, better interaction, quality graphics, different competitions, heaps of players and exciting gameplay it would be fantastic!

CHRIS! 33%

GALE WARNING

■ PRESENTATION ■ LITTLE TO SPARK ANY REAL ENTHUSIASM **30%**

■ GRAPHICS ■ MOSTLY TEXT, WITH BLOCKY SPRITES DURING THE MATCH **32%**

■ SOUND ■ BASIC BEEPS AND PEEPS **28%**

■ HOOKABILITY ■ AMUSING FOR A SHORT WHILE, BUT NOT FOR LONG **30%**

■ LASTABILITY ■ SET THE ALARM BEFORE YOU PLAY, YOU'LL NEED IT **33%**

FORCE FACTOR 26%

There seems to be glut of sports sims emerging on the Zeppelin label lately — we've reviewed three this month! Perhaps they've found their niche.

With two arcade sports sims out already, *World Rugby* neatly side-steps into the management/strategy side of of things. The aim's simple — choose from ten available national rugby union sides and turn the lazy swabs into a winning team. There's a full three division league in which to compete, and also a cup competition.

The game's menu driven, with the player selecting available options (via a cursor) from a series of easy-to-understand lists. These include medical reports informing you of who's injured, in what way and for how long he'll be inactive. Team statistics give an idea of the strength of your team as a unit and there's also an assessment of overall results. Naturally there are also the obvious league tables, select team screen, etc.

When you've picked your team (fifteen players and two subs) and trained them up it's time to take to the field. This is where you'll see if your hard work's paid off. You've done all you can, now it's down to whether the lads can perform on the day Gary…

The match takes the form of a sports broadcast, presented by a complete dweeb who looks like Wiggy off Jasper Carrott. A clock ticks relentlessly towards eighty minutes, pausing every so often to show an animated sequence when the action 'hots up' — scrums, tries, near misses, etc. It ends with a look at the other results from your division, then it's either back to the drawing board or down the pub for a celebratory lemonade, depending on the result.

Very Trying

This could've been a refreshing change from all those footy managers swamping the computer market, but it has to go down as something of a missed opportunity. Presentation's reasonable, with all values displayed on pie-charts rather than boring menus. It's not until you start playing that the shallowness of the game becomes apparent. Basically, all you do is select the best players and put them in the preset positions. Only one formation's available, and due to the 'international' theme there's no transfer market. You don't even select your squad, it's all defaulted. With the tactical aspect conspicuous by its absence, there's just so little to do. The 'match highlights' boil down to four set routines, two showing you scoring a try, one showing you not scoring a try and of a conversion kick. Pointless! This bit's very reminiscent of *Match Of The Day*, spookily also by Zeppelin. It was bad then and it's equally bad here. Still, you could always sing 'Swing Low Sweet Chariot' to yourself until it's finished.

It appears the programmers have tried to cater for all tastes and produce a strategy game that plays fast enough to interest arcadesters. Sadly it falls well short of the mark on both counts! Oh well, at least the they've had the sense to include a 'quit game' option. How thoughtful!

MILES! 29%

CHRIS!

● What's this? Heavens, it's a management sim! Another text and icon controlled world beater? A game which overwhelms with giant amounts of choices and selections? Groovy match screens, beautifully animated players, running commentary and statistics galore? Packed with tense, heart pulpetating action? Crammed with absorbing hookability, stomping sonics and depth deeper than deep? Massive varied tournaments and fixture construction? Formation building, team creativity, illustrious presentation and original in concept? Large meals, torpedo shaped boa-constrictors and folding armoured plates? No, it doesn't contain any of the above. A pity really, because I like boa-constrictors.

31%

GALE WARNING

■ PRESENTATION ■ DULL SCREENS WITH LISTS OF OPTIONS **40%**

■ GRAPHICS ■ FEEBLE MATCH HIGHLIGHTS AND SAMEY MUGSHOTS **30%**

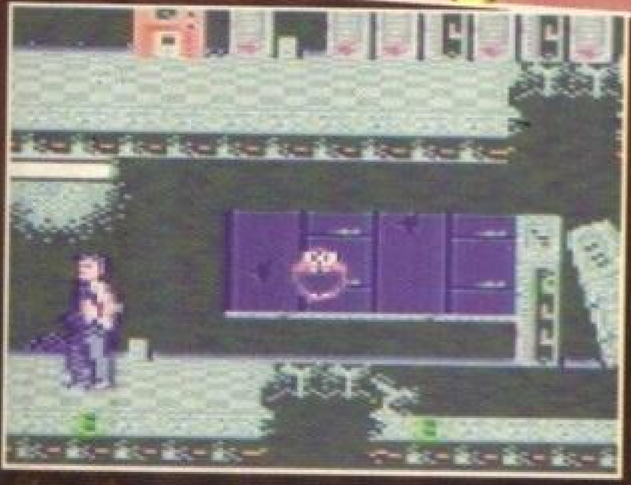
■ SOUND ■ A FEW DREADFUL SPOT FX — NAFF SAID **20%**

■ HOOKABILITY ■ THERE'S HARDLY ANYTHING AT ALL TO DO **21%**

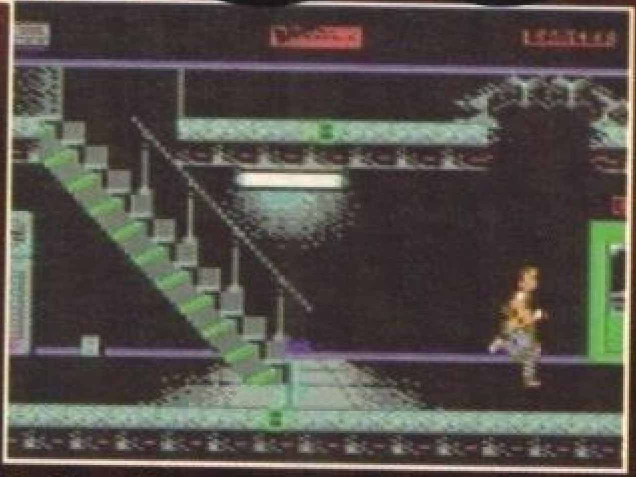
■ LASTABILITY ■ IT'S ABOUT AS LASTABLE AS THE KENNEDY FAMILY **9%**

FORCE FACTOR 30%

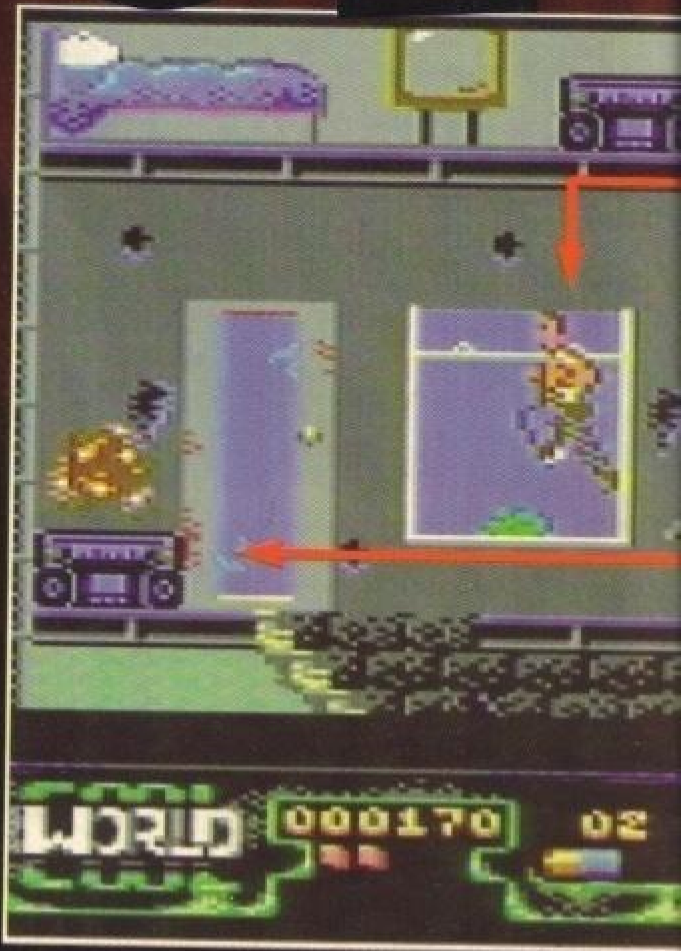
COOL

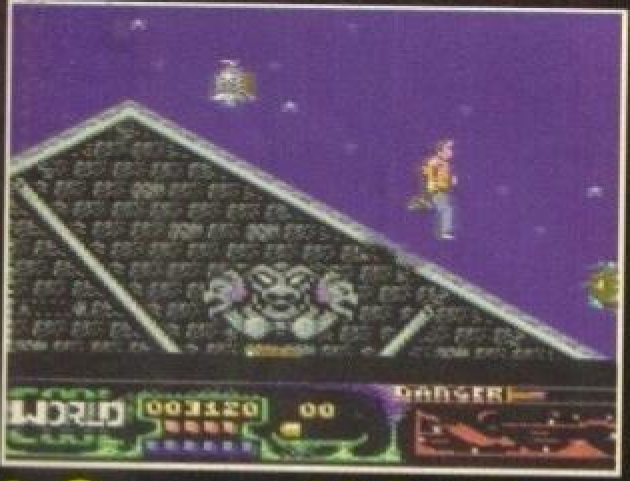


● **Jack gazed lovingly at his new light fitting, blissfully unaware of the gaping hole in his living room floor.**



● **Something was up there, something nasty. Jack didn't know what, but he wasn't sticking around to find out.**





● Ocean, £10.99 Cassette £15.99 Disk

With Hollywood poised to unleash its Christmas family spectacular, the premiere of Oceans new game-of-the-film is a glitzy occasion indeed. Taking his place behind the Prince and Princess of Wales, MILES 'POPCORN' GUTTERY prepares to fidget uncomfortably for two hours...

Prison eh... free clothes, free food and free lodgings, yet they call it punishment. We law abiding citizens have to work our butts off to make a crust. What a swizz!

Jack Deebs is one such freeloading burden on the honest proletariat, a habitual petty criminal whose idea of moral standing is confined to the South bank at West Ham. The only problem with this 'no hassles (man)' prison lifestyle is that it can become a trifle boring! Jack has a talent for drawing cartoon strips, so in order to wile away the long hours spent in jug he creates an alternative cartoon reality called *Cool World* (sounds like my kind o' place), inhabited by creatures called Doodles. The Doodles come in many shapes and sizes, and in order to satisfy his hormonal cravings he creates Holli Would, a Doodle who bares a striking resemblance to Kim Basinger (schwing!). Having found solace in his creation, the story would've ended here (and made a very dull movie) had something curious not happened — Cool World came to life!

Einstein a-go go

A number of vortexes opened up in the space-time continuum, acting like doors between this dimension and Cool World... so now the pesky doodles are running amok! The problem's all to do with the theory of the cosmic balance being imperative to the stability of the universe. The doodles are entering our world through the vortexes, stealing objects and taking them back to Cool World (the blighters), causing a dangerous imbalance which could lead to the entire universe self-destructing! In true rogue-with-a-heart-of-gold style Jack vows to single-handedly force the doodles back from wence they came and retrieve the objects they stole, thereby preserving life as we know it, and probably trying to get off with Holli too (I haven't seen the film yet)!

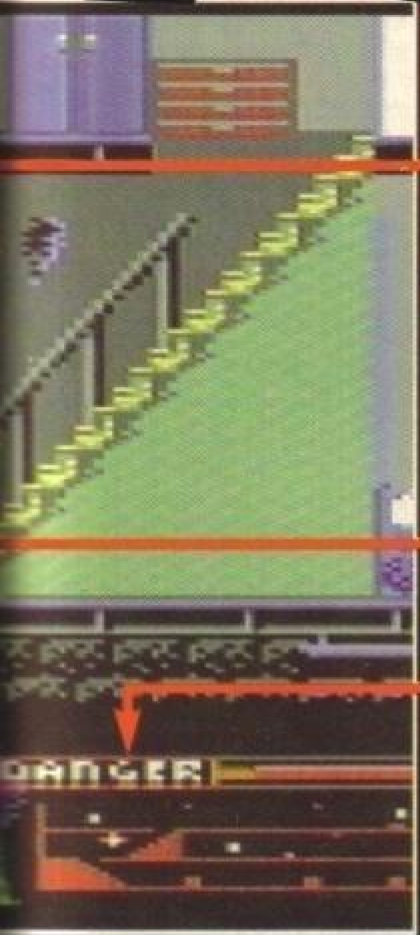
With a plot like this Ocean certainly had a job producing a game which followed the film with any degree of accuracy. That's why they've landed us with yet another platform shoot-'em-up! Your task, as Jack, is to return equilibrium to the cosmos by using the vortexes to transfer yourself between Cool World and the real world, destroying Doodles and returning stolen objects. Stay in the real world shooting Doodles too long and the number of objects acumulating in Cool World becomes dangerously large. Remain in Cool World and the real world becomes overwhelmed with Doodles! What a dilemma!

The game's split into four levels, each representing a scene from the movie — Jack Deeb's house, the school, the comic shop and the Ocean casino. Each, in turn, is connected by a number of vortexes to different sections of Cool World; Urchin Place, Gargoyle's Watchtower, Craps Alley and Slash's Night Club respectively.

Cool world, cruel multiload

The levels are colourful and smooth-scrolling throughout, and responsive controls give the game a good flowing feel. Though actual gameplay remains pretty much the same from level to level, distinctive graphics add plenty of variety. Jack himself is not particularly well defined but moves convincingly enough for this not to be a problem. The game style's been around for a long time, but still gives a fresh and original feel due to well thought out levels. Frustration rears its ugly head at times when it gets very difficult to avoid the nasties (or it could just be my game playing), but this does not

VORLD



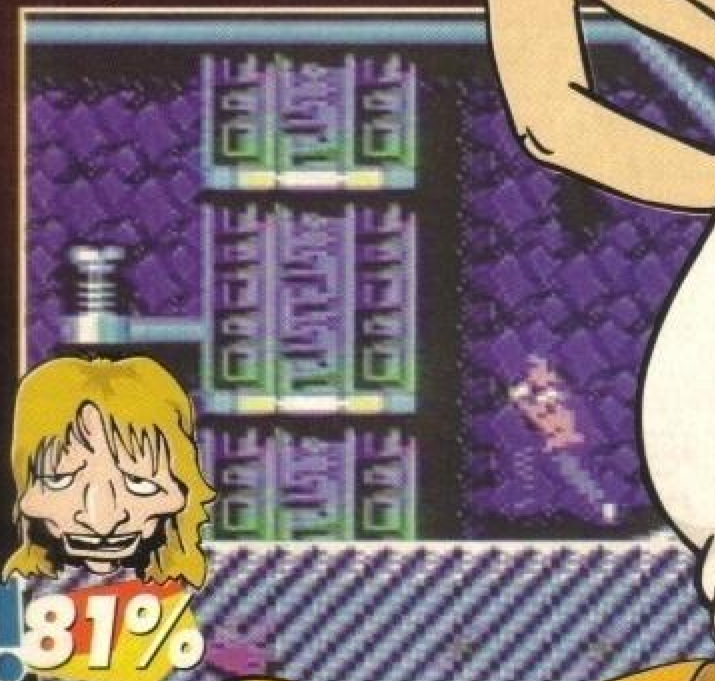
● THE HERO: With the safety of the cosmos at stake, Jack leaps into action!

● VORTEX: Allows jack to travel between Cool World and the real world and vice versa, by jingo!

● DANGER MAP: Shows locations of objects and the critters on the current level.

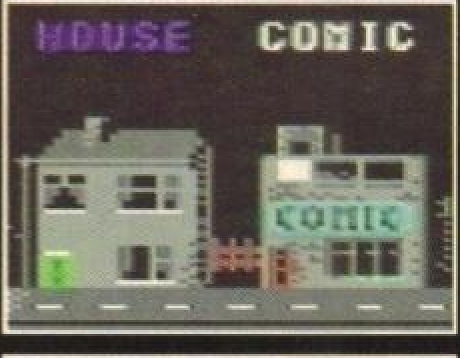
detract too much from the over-all appeal. The one real downer is the multi-load — when you die you have to reload almost the entire game! Thankfully you're given a limited supply of continues so even this problem (which could've killed the game, as it's done for many others) isn't such a great flaw as you might expect. Even so, if you own a disk drive it's advisable to fork out the extra couple of quid for the disk version.

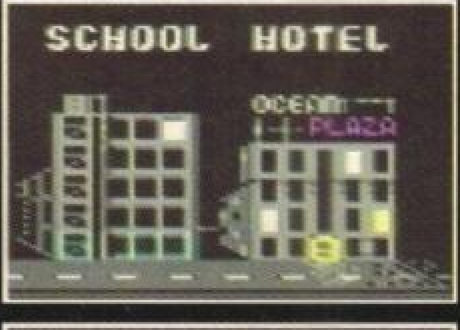
Soundwise things are livened up by a catchy theme tune on the title screens and effective spot FX. The presentatation's everything we've come to expect from the biggest software house currently producing for our beloved 64, with animated screens adorning the front end and little between-level bits to link the sections together.

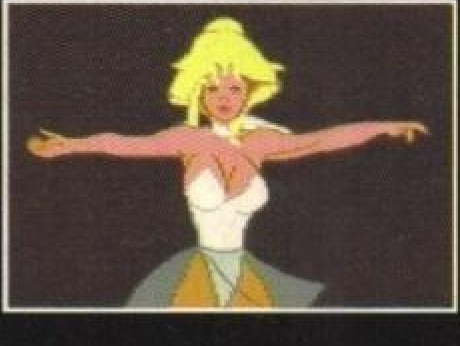


When I first loaded *Cool World* I wasn't best impressed, but a few goes soon revealed it to be a highly playable game. At times it's frustrating and the multi-load's a bit of a pain, but it still muts the custard (come again? — Ed). Put it on your christmas list now!

MILES! 81%







CHRIS!

● I'm glad drawings can't really spring to life. With my artistic abilities and vivid imagination, the world would be plunged into disaster! *Cool World* is nicely presented indeed, even if the multiload's a bit ropey. The animation of the main sprite's very good, the only problem being the screen doesn't follow him as well as it should. Leap off a high platform and half of Jack disappears from sight!. The bad guys are really bad — being able to fire only one shot at a time's annoying, miss once and you sorely regret it. Cool? Perhaps...

78%

GALE WARNING

■ PRESENTATION ■ DECENT ANIMATION ON TITLE SCREENS **75%**

■ GRAPHICS ■ SMOOTH, WELL ANIMATED AND COLOURFUL **81%**

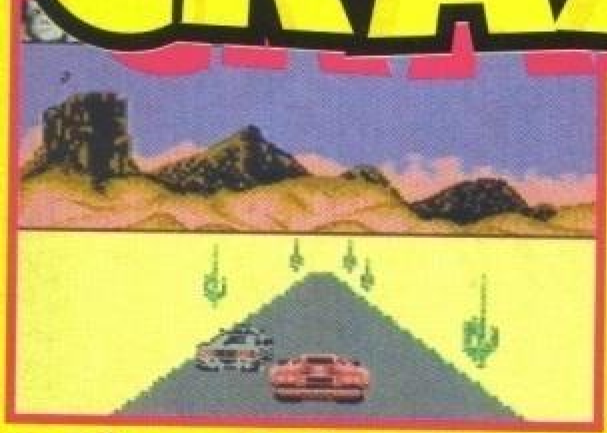
■ SOUND ■ GROOVY GET-DOWN TUNE AND GOOD SOUND FX **82%**

■ HOOKABILITY ■ MORE APPEALING WITH EVERY PLAY **72%**

■ LASTABILITY ■ YOU WON'T COMPLETE THIS ONE IN A HURRY **83%**

FORCE FACTOR 79%

CRAZY CARS III



● Titus Software, £10.99 Cassette £15.99 Disk

High-octane pedal-to-the-metal racers aren't exactly thin on the ground, but there's always room for another if it's good. Does *Crazy Cars III* measure up? IAN 'ROUND THE BEND' OSBORNE's the man with the ruler!

I'm depressed. Very, very depressed. In fact, I'm almost suicidal. Why? Because I've just wasted two hours of my life playing *Crazy Cars III*! To add insult to injury I've got the entire Amiga Force crew telling me how good the 16-bit version is. Perhaps they don't realise that on the C64 it's just sparse, featureless racer that looks like it was programmed in 1985.

AF crew — 'On the Amiga you can bet on the outcome of the race — can't you do that on the C64?'

Me — 'Er; no'.

AF crew — 'Have *any* strategy elements survived, like managing your money and choosing which race to enter?'

Me — 'Ah; no.'

AF crew — 'How about upgrading your car and repairing damage?'

Me — 'Yes, but the optional extras automatically appear on your control panel — you don't get to choose what you want'.

AF crew — 'Oh'.

If you haven't already guessed, the long-suffering Commodore 64 owner's once again being offered a cut-down travesty of a game, with little more than the title in common with the 16-bit version.

Let's start at the beginning. You're a *Lamborghini Diablo*-owning boy racer hell-bent on beating the opposition in an all-action road race across America… I'm trying to make it sound exciting, but it's not easy. *Crazy Cars III*'s one of the most uninteresting games I've seen.

Crazy Khazi

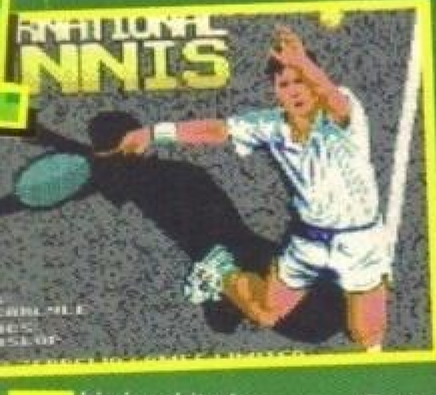
It's not without it's good points — the car handles well, the into-the-screen scrolling's excellent and you get a real feeling of speed, especially when you use one of your (limited)

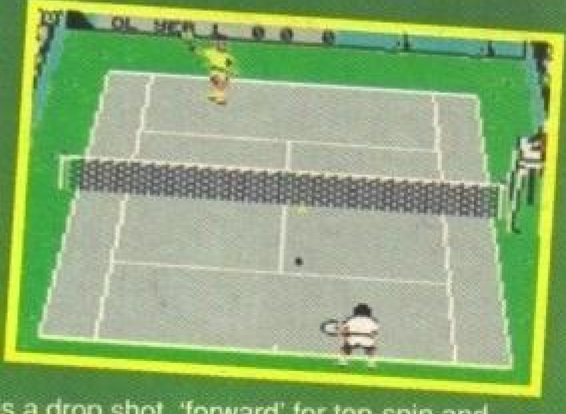
MILES!

● Into-the-screen 3D driving games are two-a-penny these days, but rarely do they really work. Even less frequently are they as outstandingly bad as *Crazy Cars III*. There are no markings on the road or landscape so all sense of speed is generated by shabbily drawn roadside objects, ie not very much. The car slides around the road like it's on an ice-rink, and even when you career into a tree at full pelt you'll scarcely suffer any damage. In fact, the only challenge the game offers is how long you can sit down and play it before starting to cry! (sniffle)

39%

INTERNATIONAL TENNIS





● Zeppelin, £3.99 Cassette

Ah, tennis. Lazy summer days, bumble bees and cotton wool clouds. Zeppelin's latest budget offering makes its way onto Centre Court to face the defending champion, MILES 'I'M NOT PAYING £7.50 FOR A STRAWBERRY' GUTTERY.

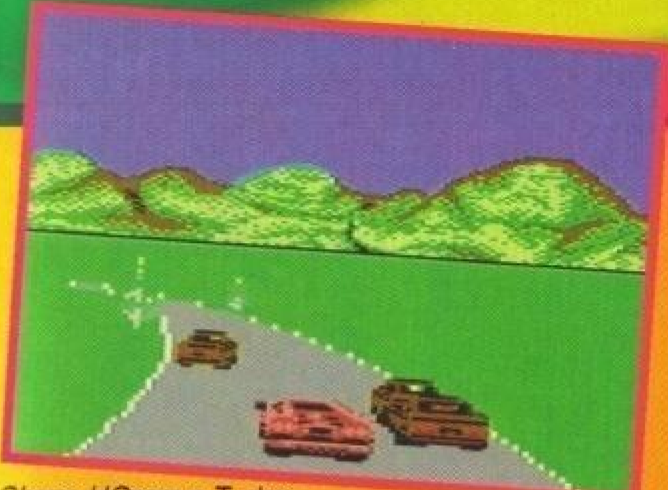
This is a bit of a poorly timed release — Zeppelin have missed the tennis season with staggering precision! Not that this should worry Commodore chums — all we need to know is how close it comes to capturing the feel of one of the county's favourite Summer pastimes.

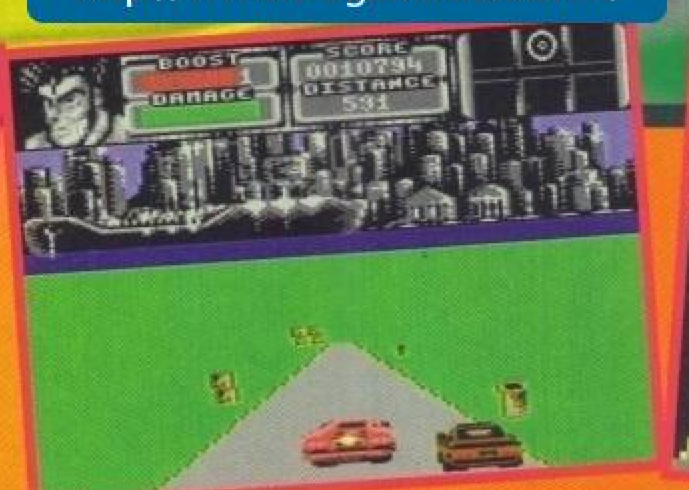
On loading you're greeted with a friendly and attractive options screen and a jaunty little tune playing away to itself. Most of the options you'd expect are included. You can play friendly matches, enter a tournament, choose how many sets per match (one, three or five), you can even choose different playing surfaces on which to compete, all with their own unique characteristics. It's best to start with the hard court as the ball bounces higher, giving you more time to play your shot. This is easily done, with fire to swing the racket back and joystick directions determining roughly where the ball goes (or not in my case). 'Back' is a drop shot, 'forward' for top-spin and 'left' or 'right' for slices. It takes a couple of games to get the hang of it, but you'll soon be playing your friends off the court (Chris is still sobbing in the corner after our last game, poor, deluded little fellow) — although a rave on your own, the game's at its best in two player mode.

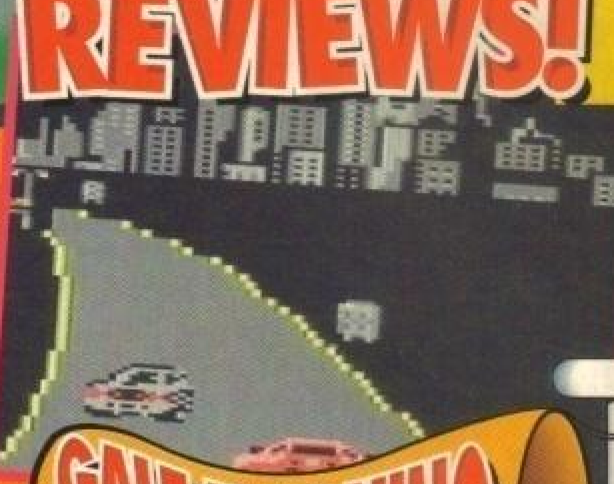
Making a racquet…

The graphics are a little on the blocky side, but are nicely animated and move round the court at an agreeable rate, though in-game sound FX are sparse. Look out for some excellent touches, eg at the end of a match the loser hurls his racquet to the ground in disgust.

To be honest it's hard to bodge a tennis game (I didn't know you were a programmer, Miles — Ed). As long as the collision detection's okay (the computer's fairly generous in this respect, no annoying pixel-perfect timing in order to make a shot), all the programmer has to worry about is the flight dynamics of the ball (is *that* all? — Ed).

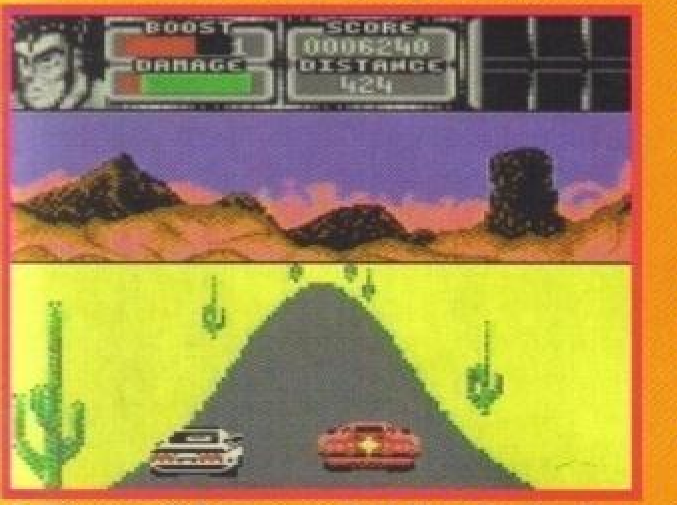




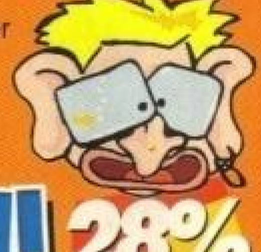


*Chase HQ*esque Turbo Boosters. So having got the guts of the game in order, where did it go so badly wrong? Well for starters look at the roads — boring, featureless tracks rolling through boring, featureless landscapes. Each of the game's ten levels is a virtual carbon copy of the last. Then there's the course layout. The tracks are of uniform width throughout the game, and contain nothing more challenging than a few gentle curves. No narrowing or widening roads, no on-road hazards like abandoned vehicles, there's a few speed traps but the cops can't catch up with you anyway, so what's the point? There isn't even a finishing line for each stage — when the distance meter reaches zero your car just stops in the middle of nowhere! And don't forget the racing. There's a load of god-awful Sunday drivers to contend with, and because everything changes colour on each of the game's ten levels it's difficult to tell which are day-trippers and which are competitors. Worse still, the 16-bit position indicator's gone so you never know if you're winning or not. For squeak's sake, it was only a box and a number — would it really have been impossible to fit it into the C64 version? And why do you have to let go of the joystick and hit the space bar to activate a boost when the fire button does NOTHING? Beats the hell out of me!

Oh to hell with it, I've had enough. *Crazy Cars III*'s a travesty of a game, a chewed-up and spat-out parody of the 16-bit version. Me, I'm off for a quick blast on *Microprose Soccer*, which urinated all over it's Amiga counterpart. As did *Navy Seals, Total Recall, Robocop, The Shoot-'em-Up Construction Kit, Power Drift, Steg, Renegade*…



● Oh, wow! A screenshot that looks like every other screenshot on the page — don't blame us, we didn't write the game!



IAN! 28%

GALE WARNING

■ **PRESENTATION** ■
UNIMPRESSIVE — FAR TOO SPARSE AND SAMEY
31%

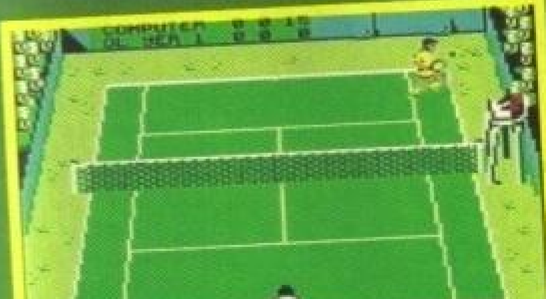
■ **GRAPHICS** ■
BORING VISUALS THAT ANIMATE LIKE A BRICK
34%

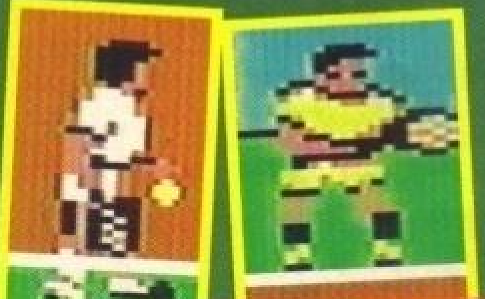
■ **SOUND** ■
OKAY TUNE, UNFORTUNATELY NO SOUND EFFECTS
62%

■ **HOOKABILITY** ■
NOTHING HERE TO GRAB YOUR ATTENTION…
33%

■ **LASTABILITY** ■
…OR MAKE YOU WANT TO PLAY AGAIN
28%

FORCE FACTOR 34%

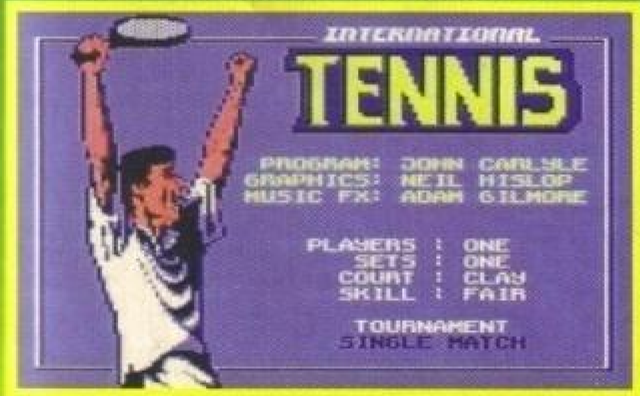




● Andre Agassi looks like he's been scoffing too many strawberries (there's hope for you yet, Phil — Ed)

Obviously a game like this won't keep you glued to your screen for hours on end, but for the paltry price tag it's certainly value for money!

MILES! 80%


INTERNATIONAL
TENNIS
PROGRAM: JOHN CARLYLE
GRAPHICS: NEIL HISLOP
MUSIC FX: ADAM GILMORE
PLAYERS : ONE
SETS : ONE
COURT : CLAY
SKILL : FAIR
TOURNAMENT
SINGLE MATCH

CHRIS!

● The word 'Tennis' conjures up images of strawberries 'n' cream, short skirts and John McEnroe's entire vocabulary. These additions don't appear in Zeppelin's *International Tennis*, but it has all the ingredients of a fine ball-and-racket sim.

The visuals are great, each man zipping around court trying to make the winning shot. The singles competition's tough to the last syllable and the computer opponent rarely slips up, thrashing you in the first few sets. But persevere and the playability soon shines through — a drop-shot here and a backhand there and it's just a matter of time before the computer gets it's come-uppance. A worthy purchase.

78%

GALE WARNING

■ **PRESENTATION** ■
POLISHED OPTIONS AND PLENTY OF THEM
56%

■ **GRAPHICS** ■
WELL ANIMATED SPRITES, CONVINCING BALL MOVEMENT
75%

■ **SOUND** ■
TOE TAPPING TOON AHOY AND IN GAME SQUELCHES
63%

■ **HOOKABILITY** ■
IT'S A GOOD LAUGH FOR TWO PLAYERS
79%

■ **LASTABILITY** ■
IF YOU WANT A CHEAP TENNIS SIM, LOOK NO FURTHER
78%

FORCE FACTOR 79%

BASH YER BRAINS

The axe man's back, and he's battering a blood-soaked path through this month's adventure offerings — take it away, Bash...

Verily, it's been another hectic month in adventuredom. About twelve months ago adventurers bemoaned the lack of adversaries to slaughter, armed with their trusty Commodore, but now things are really looking up. Not only are new adventures being churned out at an incredible rate, but a whole heap of golden oldies are becoming available too! The highly-acclaimed enchantments of adventure-wizards such as Larry Horsfield, Scott Denyer and Krazy Kez Grey (previously available only to Spectrum and Amstrad owners) are now being converted to the C64, so there'll soon be plenty more fascinating worlds for adventurers to explore. Many newcomers to the adventure scene will jump at the

THE DAR

by Dorothy Millard

● The Guild

£3.00 Cassette and Disk

This month's second adventure was also written by Ms Millard, a lady who certainly comes up with some unusual plots! This time you play law student Frederick Davies. Exams are over so Fred and his mates decide to celebrate. After a rather long boozing session in The Swan public house (my kind of place that), Fred is dared to get himself locked in a large department store after closing in order to escape without being discovered. As Fred you get talked into accepting and before you know it, your 'friends' have taken your clothes and locked you in the loo at the store. If that wasn't bad enough, you slipped as they pushed you in and now support a very nasty head wound — with the room spinning around you, you black out.

When you come round it's pitch dark. Your head's bleeding profusely and the door's locked — how on earth can you escape without triggering the alarm systems, alerting the security guard or the police? If you're caught your promising career at the bar (and I don't mean the one at The Swan) will be over before it's even begun!

ADVENTURE IN TIME AND SPACE

by Dorothy Millard

● The Guild, £3.00, Cassette or Disk

You're a professor who is given the task of finding a vital golden key stolen by the evil time warrior, which you must return to its proper place. To do this you travel through time and space in your trusty time machine, collecting different coloured keys — each allows the time machine to take you elsewhere in history. A text adventure in two parts, *Adventure in Time and Space* was programmed using the good old QUILL by Dorothy Millard, a lady from down under.

I quite enjoyed this adventure — I especially liked the way it's divided into different sections, each of which must be solved in turn if progress is to be made. The text descriptions aren't very verbose and consist mainly of brief location descriptions, a list of available exits and any items of interest you see lying around. However, this doesn't detract from the game's overall playability. Humour, which I always enjoy in an adventure (unless it's taken to extremes) abounds. For example, near the start of the game I got into my car and drove around town. While driving, each new location description ended with the phrase '...after looking around you notice a bright red car (with you in it).' Try taking the toys from your kid's bedroom too.

One of the funniest moments of all happend when I entered the control room of a deserted space station, cautiously approaching a control panel containing some buttons and a switch. Being a careful sort of bloke, I decided to RAMSAVE first (another useful feature). Well who'd risk pressing buttons without saving their position? After taking this necessary precaution, I held my breath and pressed away, hardly daring to look for fear of dire consequences. The response? 'You get a cup of coffee from the dispenser!' All good stuff and bound to give you hours of fun.

On the negative side, I found the parser a bit 'picky', spending a lot of time finding an acceptable verb noun input, which is unfortunate — beginners especially could find this very frustrating.

Even so, it's far from disasterous, and certainly didn't spoil a very enjoyable game.

FORCE FACTOR 80%

chance of having a bash (groan) at some of those good old games I cut my fangs on! Nostalgia washes over me when I think of them — it almost brings a tear to my eye when I remember the fun I had. As I've always said, you can't beat a round of fisticuffs with a Taciturn Elf or bashing a Stygian Cave Troll for a bit of relaxation.

One of the stalwart chaps responsible for the upsurge in adventures is Tony Collins of The Guild. Latest news from Tony is that three new adventures have just been released. They are *Corya The Warrior Sage* by Tony himself (a game I consider one of his best), *Night Life* by *LA Adventure* authour William Quinn, and Michael Hunt's *Merlin*. All are available from The Guild at £2.50 each.

So there you are with a bleeding head wrapped in a temporary bandage, clutching a towel you find in the linen department and a kitchen knife, and you're fast bleeding to death — so what do you do? The first thing I tried was to cut the towel into bandages to wrap round my poor aching head! It wouldn't accept that as a solution, so I had to keep starting over whilst frantically searching for the required first aid, all the time wrestling with the most awkward objects that were lying around.

Thank goodness Dorothy included a RAMSAVE feature, as you've only a few short moves before death raises its ugly head! Typing HELP at the start provides an urgently needed clue, but I did find this adventure quite hard, and the occasionally obtrusive parser didn't help.

The Dare's definitely a toughie, but it should keep even the most hardened adventurers happily tearing their hair out by the fistful. It's certainly original and a good one to keep 'mappers' happily scribbling away too.

FORCE FACTOR 74%

CONTACT POINT

The Guild,
760 Tyburn Road,
Erdington,
Birmingham, B24 9NX.
Cheques payable to Glenda Collins.

SOLVED!

● **Lee Morrall** of **Cannock, Staffs** tells me the problem with the keyboard response on his game *The Cornwall Enigma* has now been solved.

Programmed entirely in machine code (no QUILLs or GACs here), the input troubles (an over-sensitive response that mmmadde itt almosst impoossible to tyype witthout enteringg multipple lettters by mistakke) were caused by routines added by someone else after Lee had finished the game, and have now been corrected — if this was the only thing stopping you buying, now's your chance to splash out!

HINTS AND TIPS

I'm in a particularly benevolent mood this month, and before it wears off I thought I'd lend a helping axe to a few lonely souls frustrated by mighty adversaries. First on the list is **Mark Sayer** of **Huddersfield** who tells me he's about to chuck the dwarf down the well in *Atalan* as he can't get him to come up with the goods. The bees have also failed to give Mark a buzz. I reckon he needs to examine the campfire a couple of times, once to discover the roast boar to stop the dwarf's stomach rumbling, and once more to find the smoking brand to shoo away the bees.

Anne Bexley of **Sheffield** tells me she's having a lot of trouble with the crowd in the amusement arcade in *LA Adventure*, and crossing the road's proving hazardous to her health too. If you SPRAY the air the crowd will quickly get out of your way (and if you're wondering where the spray is, try taking a seat in the hairdressers — Ed). Crossing the road becomes a lot easier with the aid of a highway code book and a whistle.

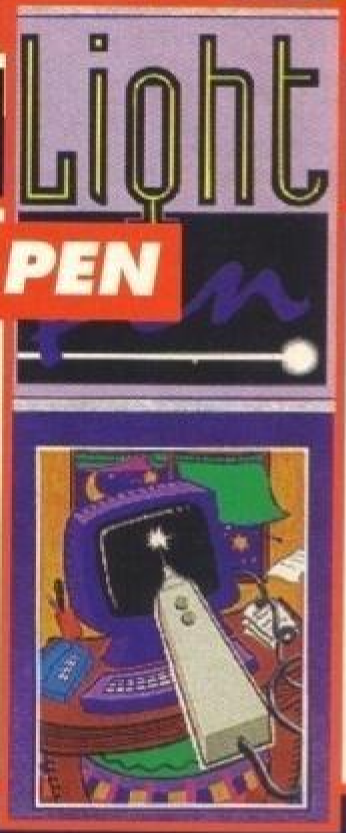
Will Baron of **Essex** is having no end of trouble killing the spider in *Jack and the Beanstalk*. It's not so tricky when you've got the Sword and the Scale, Will.

More hints next month!

THE FORCE!

COMMODORE FORCE

LIGHT PEN



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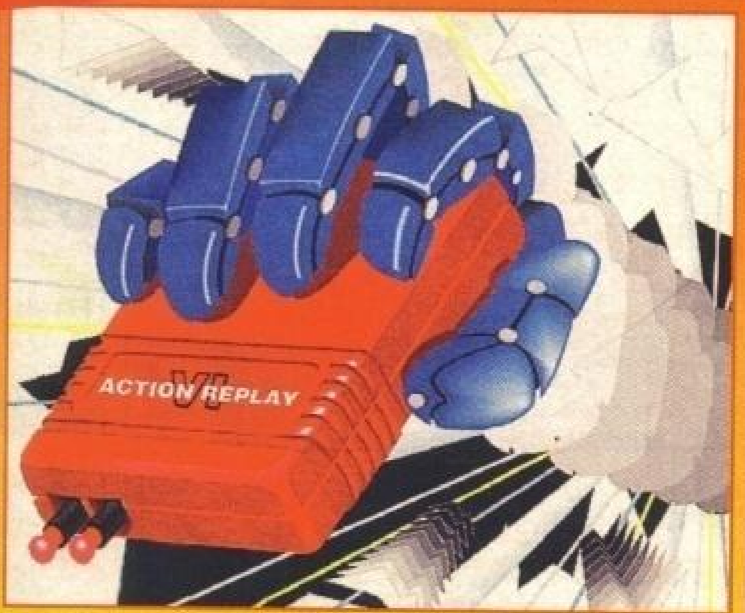

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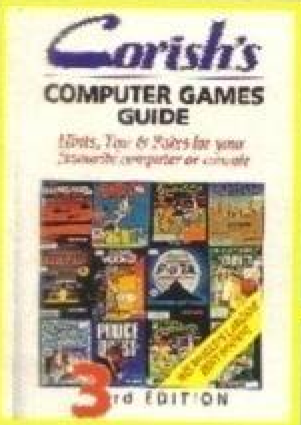

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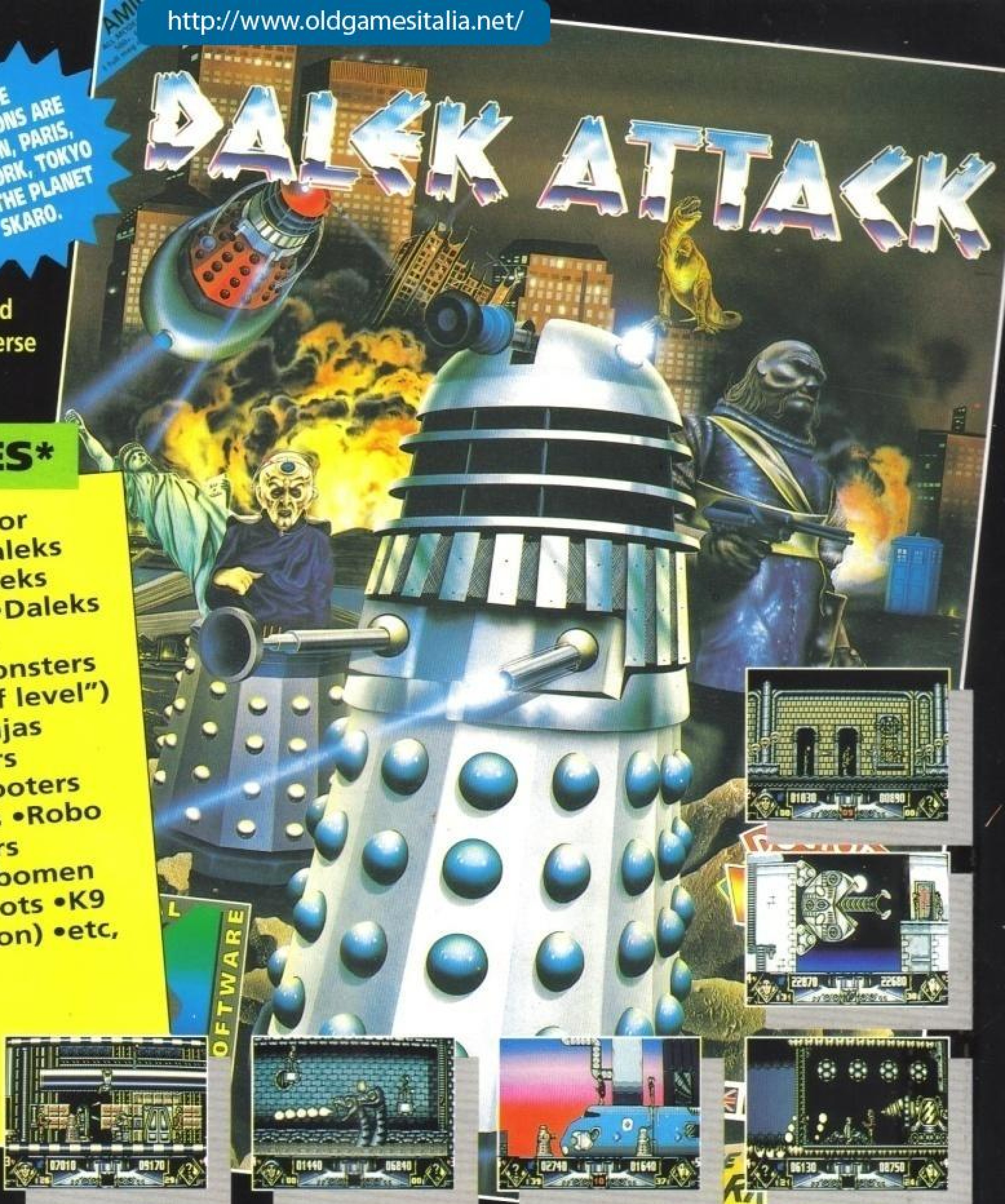

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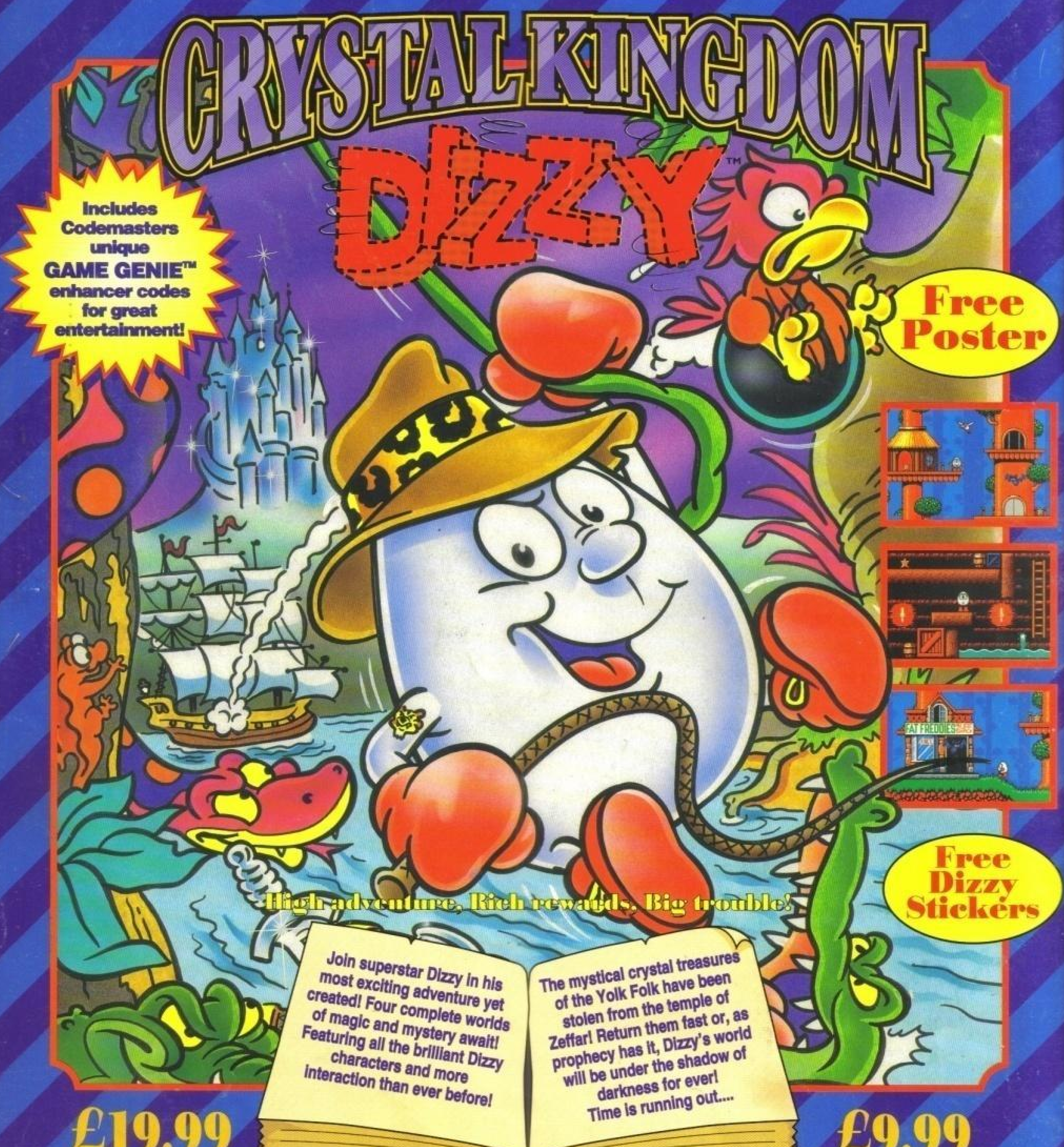

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